

{The beginning sections is a bunch of different cuts of lines throughout the interview}

Y: 大家好我是小y

[Hello everyone, I am Xiao Y]

{Xiao Y sits on the left, 黑桐谷歌 (Blackgoogle) sits on the right}

X: 欢迎来到《策划面对面》的第二期

[Welcome to the second rendition of "Planning Face to Face"]

B: 大家好我是黑桐谷歌

[Hello everyone, I am Blackgoogle]

B: 很高兴再次有机会来参加《策划面对面》面对小老师这个上一期之后看到制作组都非常的卖力所以其实嗯我还在犹豫要不要再来「拷打」你们

[I am very happy to have the opportunity to participate in "Planning Face to Face" again with Teacher. After the last episode, I saw that the production team was very hard-working, so I am still hesitating whether to "torture" you again.]

X: 我觉得谷歌老师也不用就是担心问题过于尖锐或者怎么样我们做这个节目的目的还是希望能够更真诚地面对玩家们把我们现在的一些思考或者说我们遇到的一些问题跟玩家做一些分享

[I don't think Mr.Google needs to worry about the questions being too sharp or anything like that. The purpose of this show is still to be more sincere in facing the players, sharing with them some of our current thoughts or the issues we've encountered.]

B: 之前我们那个上一期是说主打一个真诚是吧

[Our previous episode was about sincerity, right?]

X: 对对对

[Right, right, right.]

B: 好那么我们就也真诚地发问一些尖锐的问题

[Well, let's ask some sincere and pointed questions.]

B: 好那首先第一个就是玩家现在在社区里面反馈经常会说到这个词就叫「疲劳感」。说到这个「疲劳感」这个大家在讨论的时候每个人对这个「疲劳感」描述的时候的情况还都不一样有的玩家是觉得这个「疲劳感」是来自于就是一个版本活动的那个玩完了之后的日常部分他可能会觉得每天都要去做然后带来的「疲劳感」。有的玩家可能会是觉得这个一个活动可能对他来说反而还量还有点多玩不过来还会有这样的「疲劳感」。就这个「疲劳感」这个状况来说《绝区零》未来会有什么样的调整呢

[Alright, so first, the word that players frequently mention in the community feedback is "fatigue." When discussing this "fatigue," everyone describes it differently. Some players feel that the "fatigue" comes from the daily activities after finishing a version's event, where they feel like they have to do something every day, leading to a sense of fatigue. Other players might feel that a single event could be too much for them to handle, and that, in itself, creates a sense of fatigue. So, regarding this "fatigue" situation, what kind of adjustments can we expect in the future for ZZZ?]

Y: 那针对「疲劳感」这个问题呢我们会把它分成两部分来看待那第一部分其实就是内容的就是怎么讲呢即视感。就我们会认为比如说玩家会产生「疲劳感」这样的原因还是他在日积月累的重复的去游玩一些东西可能在结构上观感上类似的东西之后他自然而然会产生这种「疲劳感」。那其二呢是说在玩家的日常的游玩体验当中不管是日常游玩的内容或者说你就说的再直白一点比如说你每天登陆之后体验到的东西还是说你追求的那个目标能够给到你的反馈它其实也是带着一些重复和就反馈上可能会有一些延迟甚至说就是有点弱的。我们其实不仅是希望能够比如说整个2.X我们能够每个版本对游戏内的一些已有的内容举个具体点的例子对游戏内的一些已有的内容举个具体点的例子比如说你日常登录的一些行为做一些再编排和再更新因为我们知道玩家其实每天玩你的游戏他其实他的有些行为是相对固定的

[To address the issue of "fatigue," we'll look at it in two parts. The first part is about content, specifically the visual experience. We believe that the reason players experience "fatigue" is often due to the repetitive nature of playing similar things day in and day out. Over time, after being exposed to content with similar structures or visuals, it's natural for players to feel this "fatigue."

The second part concerns the player's daily gaming experience. Whether it's the content they engage with on a daily basis or, to put it more directly, what they experience after logging in each day, or the feedback they receive from the goals they pursue—it can feel repetitive. The feedback might even be delayed or weak. We don't just want to make

improvements over the course of the 2.X versions; for example, we want to rework and update existing content in the game, such as behaviors players engage with daily. We know that some actions players take every day are relatively fixed, so we want to reorganize and refresh those experiences.]

B: 说到了2.X版本的话那其实我就想多问一问既然这个已经是标号都到2了那是不是应该会有很多的变化

[Speaking of the 2.X version, I actually want to ask a bit more. Since we're already at version 2, should we expect a lot of changes?]

Y: 这个变化那元素肯定蛮多的嘛。不管是我们的角色我们相关的一些剧情剧情内的一些概念甚至说我们刚提到的那个主城区内的一些行为主城本身关卡内的战斗甚至关卡内的一些探索我们都会尝试去做出一些优化和变化针对就是「疲劳感」息息相关的一些比如说日常循环的一些行为我们也会做一些调整

[There will definitely be quite a few changes. Whether it's our characters, the related storyline and its concepts, or even the behaviors within the main city that we just mentioned, as well as the battles in the city's levels and the exploration within those levels, we will try to make optimizations and changes. Specifically, for aspects closely related to "fatigue," such as daily routines and certain behaviors, we will also make some adjustments.]

B: 那这应该还是今天我们节目有很多可以问的了这个我可以把我我想问的东西可以稍微当做个「大招」往后放一放那这个首先这个应该从哪个角度呢先问问剧情吧

[Well, there are still many questions that can be asked in our program today. I can put what I want to ask as a "big move" for later. So, where should we start? Let's begin with the storyline.]

Y: 其实针对剧情方面呢我们也看了很多大家的反馈内部我们自己也是有一些分歧和讨论的但从结果上来讲的话未来肯定是会采用一个比较大变化的方式去做

[In fact, we have also read a lot of feedback from everyone about the plot, and we have some disagreements and discussions internally. But in terms of the outcome, we will definitely adopt a more radical approach in the future.]

B: 那都已经内部复盘过了

[So, has it already been reviewed internally?]

Y: 是的其实每个版本都会做啦我们一直希望为玩家提供比较爽快的视听体验就结合我们现在产品内的一些高质量的演出 漫画我们希望结合这些东西配合上没有那么复杂的没有那么复杂的概念设定

[Yes, actually, we do this for every version. We've always wanted to provide players with a satisfying audio-visual experience. By combining the high-quality performances and artwork within our current product, we aim to integrate these elements with simpler, less complex concept designs.]

{Comic scenes in-game is shown in the middle of this line}

B: 这个时候一般弹幕就会开始飘过说还在嘴硬

[At this point, the bullet comments (or comments in real-time) will usually start flying by, saying we're still being stubborn.]

{Bullet comments refer to the comments flying by feature on bilibili}

Y: 更爽快的那种视听体验但是目前来讲它是没有达到那个结果可能不是那么的非常的理想化吧

[A more satisfying audio-visual experience, but as of now, it hasn't quite reached that result. It might not be as ideal as we hoped.]

B: 嗯这个其实就我这种那什么老二次元来说其实这个方面我还挺有感触的因为我就这个《绝区零》的这种风格我本身很喜欢然后呢但我同时也知道就是有很多铺垫然后到了一个剧情节

点然后将前面的伏笔揭晓这样的 那我也同时也喜欢就是这个比较快节奏的一直很密集的这种剧情节奏但是这两个呢其实有的时候又比较矛盾

[Hmm, actually, for someone like me, who's into the "old-school" second dimension (2D culture), I really resonate with this aspect. I really like the style of ZZZ. At the same time, I also know there's a lot of buildup, leading to a plot point where the foreshadowing from earlier is revealed. I also enjoy the fast-paced, constantly intense rhythm of the storyline. But these two elements can sometimes be somewhat contradictory.]

Y: 其实这个事情谷歌老师说的还是非常中肯的举一个具体点的例子我们在主线篇章之间它可能会存在类似于像「独家视界」这样的概念的东西而「独家视界」呢本身是希望是能够通过一个全新的代理人视角在主线跟主线之间给玩家提供一定的就是新的不管是代入感上沉浸感上相对新鲜的那种剧情体验我们在做「独家视界」的同时就是你可以理解为就基本上就是主线

[Actually, what Mr.Google said is very on point. To give a more specific example, between the main story chapters, there might be concepts like "Special Episode." "Special Episode" itself aims to provide players with a fresh storyline experience, offering a new perspective through a brand-new agent, bridging the main chapters. This is intended to give players a sense of immersion and a fresh experience in terms of both engagement and the storyline. While we're working on "Special Episode", you can think of it as something essentially part of the main storyline.]

B: 因为在那个「独家视界」的时候那个绳匠没有参与到其中

[Because during " Special Episode", the Proxies is not involved in it.]

Y: 对然后愿并且在这个「独家视界」就像谷歌老师刚刚讲的绳匠他的参与感其实是有点弱的你可以理解为就相当一部分玩家吧他的情感寄托其实是放在投射在绳匠这个视角下的嗯自己可能好像是通过游戏在看了另外一部分人的一些行为

[Right, and as Mr.Google mentioned earlier, the Proxies's involvement in " Special Episode " is actually a bit weak. You could understand it as a significant portion of players placing their emotional investment in the Proxies's perspective. It's almost like they feel they are seeing the actions of other characters through the lens of the Proxies's viewpoint.]

B: 就我作为绳匠的视角我居然知道了一件我本来不该知道的事情

[From the Proxies's perspective, I actually learned something I wasn't supposed to know.]

Y: 对对对就是差不多是这样的有那种就剧中剧的感觉吧对所以说这个我们会觉得现在还有很大的进步空间将来可能也会做得更好一些比如说女明星耀嘉音其实就是这个角色我们最早在设计的时候能够循序渐进地去产生这样的一个情感之间

[Yes, yes, that's about right—it has that feeling of a play within a play. So, we feel there's still a lot of room for improvement. In the future, we might do it even better. For example, the character Astra Yao, the female star, was one of the first characters we designed for this kind. We want to gradually develop the emotional connections between characters in a more natural way.]

B: 她其实在之前的时候就有联络是网友但是因为没有见过面所以玩家也对她的印象也比较浅

[Actually, she had been in contact with players online before, but since they had never met in person, players' impressions of her were relatively shallow.]

Y: 这个尝试可能是在一些活动里面或者一些支线剧情或者说主线的一些末尾我们可能做了一些这样所谓的铺垫其实我们后面会发现玩家诉求的还是在在一个相对重要的故事当中她能够产生跟玩家这个角色或者说跟玩家玩家本人吧足够有体验感受的一些交互而不是就是比如说我们在活动里面有一些可能一些小剧情或者她敲敲私聊你一下这个是很不错的这些东西呢它是有点是锦上添花你不能寄希望于做了这个事情之后玩家对她的情感就是相对完整的所以自然而然的我们其实也看到玩家会觉得就是玩家反馈就说 耀嘉音怎么就突然跟我就很熟啦

[This attempt might have been made in some events, side storylines, or towards the end of the main storyline, where we did some of this so-called foreshadowing. However, what we later realized is that players' demands are still focused on having meaningful interactions in a relatively important story. These interactions should allow the character to build a deeper connection with the player or the player's character, rather than just small storylines in events or casual private chats. While those things are nice additions, they are more like the

finishing touches. You can't expect that after doing this, players will feel a fully developed emotional connection with the character. Naturally, we saw feedback from players saying, "How did Astra Yao suddenly become so familiar with me?"]

B: 这个其实说起来还还挺真实的因为这个经历就是网上认识的网友每天都聊好像聊得都很火热但是线下一见面都不认识都很陌生的这个感觉还挺真实

[This actually feels quite real because it's like meeting someone online, chatting every day, and having a heated conversation, but when you meet in person, you don't recognize each other and it feels completely unfamiliar. That feeling is really true to life.]

Y: 网友见面嘛就可能 可能没有那么现充所以说会有一点点但是这个毕竟是耀嘉音她作为设定上是一个大明星性质还是有差别的对的它性质上有差别以及玩家其实心中的期待在那一刻跟她见面的时候的那种期待他其实是希望有一些更特殊的体验的我这么形容可能有点模糊和暧昧但是我这么讲是指我们真的是希望能够在合理的编排之下比如说耀嘉音这个角色她能够用一种更有感受感知的方式一步步地跟玩家之间拉近拉近她这种情感当然噢可能有部分人说我并不是需要她跟我就是一步步地来但他可能是希望某种更特殊的冲突或者更特殊的变化那我举个例子就是比如说雨果和薇薇安这两个角色嘛对吧那这两个角色其实你可以看到我们在这方面是做了一些尝试的其实他(们)在上一个篇章里面他(们)就已经有一定的戏份了对吧不管是跟玩家之间的感受还是说就是他(们)本身在剧情当中作用他(们)已经出现了一定的重要性了那自然而然的到下个版本或者说在后面的版本的时候玩家对他(们)就不会那么的陌生

[Meeting an online friend in person might not be as smooth or perfect, so there could be some awkwardness. But, of course, Astra Yao, as a character, is a big star, so there's a difference. The nature of her character is different, and the players' expectations at the moment they meet her are that they want a more special experience. I know my description might sound a bit vague or ambiguous, but what I mean is that we really want to create a situation where, through a reasonable progression, the character Astra Yao can gradually build a deeper emotional connection with the player in a way that feels more immersive. Of course, some people might say they don't need her to gradually build that connection, but they might be looking for a more unique conflict or a more special change in their interaction.

For example, let's take Hugo and Vivian. These two characters, as you can see, we've made some attempts in this regard. They already had significant roles in the previous chapter, both in their interactions with the player and their importance in the storyline. So naturally, in the next version or in future updates, players won't feel as unfamiliar with them]

B: 那说起来确实因为虽然说之前有过铺垫但是真正推进到那个版本末期的时候跟耀嘉音接触的这个剧情的时候确实诶?我什么时候认识她就是跟自己之前联络的那个网友对不上在接下来的版本中比如说你刚说的微观层面上或者说会有更好的解法是不是

[That's true. Although there was some foreshadowing before, when it actually progressed to the later stage of that version and the storyline involving Astra Yao, it was like, "Eh? When did I meet her?" It didn't quite match up with the online friend I had been in contact with. In the upcoming versions, for example, as you just mentioned, on a more micro level, will there be better solutions or ways to address this?]

Y: 刚我们其实在聊规划层面上来讲怎么让它变得更好不管是前面的角色后面的角色去争取去留出更多的篇幅的那回过头来聊聊看微观层面上来讲就比如说第一个点整个任务的流程编排太过于紧凑了

[Earlier, we were discussing how to improve things on a planning level, whether it's for the characters introduced earlier or those coming later, in order to allocate more space for them. Now, turning back to the micro level, for example, the first point is that the entire task flow is too tightly packed.]

B: 节奏很快一下子就没s了虽然说是挺精彩但一下就没了

[The pace is very fast, and it ends quickly. Although it's quite exciting, it's over in an instant.]

Y: 对它原本可能是一个很精彩的故事但是在过于紧凑的编排情况之下前期的一些角色情感铺垫或者故事发展的一些铺垫它是不够的因为它编排也比较紧凑嘛它就没有办法很好地去融合游戏内的一些玩法或者交互对吧去做深一些就是有感知的叙事表达刚刚说的那两点这最终导致的一个情况就是角色他的塑造有些时候是没有那么够的对吧要么就是它可能篇幅有点太短

了到了某个点我们会觉得应该情绪起来了或者说那个点上玩家可能会感受到某些变化但是他那个他那个情绪点都没有被撑起来

[Right, it might have originally been a very exciting story, but due to the overly tight pacing, the emotional buildup for some of the earlier characters or the story development wasn't enough. Because the pacing is so tight, it doesn't allow for a good integration of gameplay or interactions, making it hard to create a deeper, more perceptible narrative experience. The two points I just mentioned ultimately lead to a situation where the character development sometimes feels insufficient. Either the story feels too short, or at certain points, we expect the emotions to rise, or we think the player should feel a shift, but that emotional moment isn't fully realized.]

B: 这个其实这个说起来可能有点抽象我大概能懂这个小y老师的意思之前星见雅的版本1.4的时候在出现之前其实已经有很长的铺垫不管是对空六课之前打那个尼尼微的那个空洞的时候星见雅的那个CG都很精彩大家都是印象都是非常深刻的所以到1.4版本星见雅大家能够体验到她的故事的时候印象就会非常非常深刻我觉得这就是一个很好的一个代表

[This might sound a bit abstract, but I think I understand what Xiao Y is getting at. Before the release of version 1.4, there was already a lot of buildup for Hoshimi Miyabi. Whether it was the battle against the Hollow in the previous storyline with Nineveh, or the CG featuring Miyabi, it was all very impressive, and everyone had a deep impression of it. So, when players finally got to experience her story in version 1.4, the impact was really strong. I think this is a great example of how it should be done.]

Y: 我们会觉得是一个比较好的例子尤其是在1.3版本对应的「独家视界」里面其实已经对星见雅和就是月城柳以及对空六课的那些角色它都做了一些叙事上的一些刻画了所以玩家接触到这个角色的时候他是自然的

[We think this is a good example, especially in version 1.3, with the "Special Episode" content. In that version, there was already some narrative development for characters like Miyabi, Yanagi, and the characters from Section 6. So, when players encountered these characters, it felt natural.]

B: 不陌生不是突然出现的

[They weren't unfamiliar or suddenly introduced.]

Bullet point popup (BPP for short): 更早地开始铺垫相关剧情,增加细节和深度

[Start laying the groundwork for the related storyline earlier, adding more details and depth.]

Y: 对的他不会说突然冒了个人出来然后并且我希望能在一个相对短的篇幅里面我希望你喜欢上她对吧我们不管是在刚刚其实在主要还是聊的是叙事可能后面的玩法层面上来讲我们也不仅会只聚焦在就是局部的某个版本而是更关注玩家长线的在一连串的版本当中的一些体验刚刚其实也提到了1.6版本嘛我们已经做了类似这样的调整但是在2.X版本我们希望在这件事情上并且能够给到玩家相对顺滑的剧情体验

[Exactly, it's not about suddenly introducing a character and expecting you to like her in a relatively short span of time. What we've been focusing on so far is mainly the narrative, but when it comes to gameplay, we won't just focus on a single version. We'll pay more attention to the long-term experience across a series of versions for the players. As mentioned earlier, for version 1.6, we've already made similar adjustments. However, in the 2.X versions, we hope to improve on this and provide players with a smoother storyline experience.]

B: 刚才还说到就是玩法和叙事结合这个其实我作为一个玩家来说我是非常个人是非常看重这一点因为其实就电子游戏这一个行业从就是《太空侵略者》这款游戏诞生以后就是注定了电子游戏和叙事和玩法这两个点结合就是区别于其它娱乐方式的一个很重要的事情

[Earlier, we talked about the combination of gameplay and narrative. As a player, I personally really value this point because, since the birth of "*Space Invaders*", the video game industry has been defined by the integration of narrative and gameplay. This combination is a key factor that distinguishes video games from other forms of entertainment.]

Y: 嗯其实这个坦白来讲在我们主线当中目前来讲就是把关卡的比重提上去之后我们会发现首先是篇幅就是因为你知道要承载玩家的情绪比如说不管是某种低落的或者高昂的情绪它是一定需要一定的流程长度的玩家的流程的长度和他的就是这个情绪的变化的这种感受是稍微

会有点错位的 这是第一点可能我们的编剧老师:他写了故事层面上来讲比较不错的故事但是目前的玩法的刚提到那个流程长度它本身是较难去承载这种叙事的节奏的这第一点那第二点是嗯我们会觉得不管是我们编排的一些情景还是玩法的一些交互在和剧情结合上来讲它会有点生硬就举个具体点的例子比如说那些类似于像绳匠黑客小游戏那样的关卡当中穿插的对吧这样的小游戏其实它本身没有特别完善的和剧情的某种体验结合到一起它还是相对通用的是说我们去做了一些关卡层面的就是体验的一些调剂对吧这是第二点然后第三点来讲就是我们整体的叙事的气氛的烘托我们做了一些可能做了一些尝试但它本身它的感染力是不够的我们就我们其实比如说在某些桥段上来讲一些可能 我举例来讲星见雅她那个幻境对吧她那个就是她那个本身的类似于像妖刀幻境那样概念的东西可能某些片段我们是做得比较出色的但是整体的气氛的烘托它其实没有和现在的比如说剧情的一个走向很好地就是匹配到一起

[Hmm, honestly, after we increased the weight of the levels in the main storyline, we found that, first, the length of the process is an issue. As you know, to carry the player's emotions—whether it's a moment of sadness or excitement—it requires a certain flow length. The length of the player's experience and the emotional shifts they feel can sometimes be a bit misaligned. This is the first point. Maybe our writers have created a good story in terms of narrative, but the gameplay process, as I mentioned earlier, is somewhat difficult to carry the rhythm of the narrative.

The second point is that we feel, whether it's the way we've arranged certain scenes or the gameplay interactions, the integration with the storyline feels a bit stiff. For example, in some of the levels with mini-games like the Proxy hacker mini-games, those kinds of mini-games don't really have a well-developed connection with the narrative experience. They're still relatively generic, meaning we've added some variety to the level design, but it doesn't quite blend smoothly with the story.

The third point is the overall atmosphere of the narrative. We've made some attempts, but its emotional impact isn't strong enough. For example, in certain segments, we did well in certain parts, like Miyabi's illusion. The concept of the "demon blade illusion" might have worked well in certain scenes, but overall, the atmosphere we're trying to create doesn't align well with the current direction of the story.]

B: 嗯那其实像玩家在社群里面针对于这个玩法叙事结合这个讨论其实玩家也讨论很激烈大家其实想要把一个事叙好它需要足够的铺垫 足够的篇幅但是以《绝区零》本身的游戏节奏来说一个快节奏然后呢这两点又不可避免地会有一些矛盾但是要找这个平衡点就非常的困难

[Hmm, actually, players in the community have been having quite intense discussions about the integration of gameplay and narrative. Everyone wants a story to be told well, which requires enough buildup and enough length. But considering ZZZ's own game pacing, which is fast-paced, these two aspects inevitably have some contradictions. Finding a balance between them is really challenging.]

Y: 这个首先这件事情我们肯定也是内部会觉得是挺有挑战性的。但是不代表说我们觉得这件事情就是它没有办法做到一个比较好的这样的一种程度其实我觉得比较重要的还是说刚刚提到的我们本身的一个版本它能够去讲述这个故事它本身的内容以及这个故事对应的这些玩法组件它怎么很好地去匹配到一起之后形成一种就是更好的一种体验

[First of all, we definitely feel that this is quite a challenging task internally. However, that doesn't mean we think it's impossible to achieve a better balance. I think what's most important is, as mentioned earlier, that each version should be able to tell its story effectively. It's about how well the content of the story and the gameplay elements related to it can be matched together to create a better overall experience.]

B: 其实像刚说的星见雅那个例子我就当时也很喜欢表现得真的是特别好就是她不拔刀但是玩家操作是可以拔刀但是拔刀之后会有星见雅自己再压制回去我觉得这个真的确实是做得非常好

[Actually, like the example of Miyabi you mentioned earlier, I also really liked how it was handled. It was done really well—she doesn't draw her sword, but the player can choose to draw it. However, after the player draws the sword, Miyabi herself suppresses it. I think that was really well executed.]

Y: 我们都在一些小就是或者说在一些局部的一些模块上做了一些尝试然后星见雅那个是一个好例子的原因就是因为她那个时候其实是想表现那种就是有点纠葛的感受对吧可能其它地方

也能做类似这样的事情但是它没有当时我们可能就挑了一个片段去做可能后续我们再针对整个版本或者说甚至更久的其它版本的一些规划上来讲我们也会去尝试做一些这样的事情

[We've made some attempts in small or localized modules, and the reason why Miyabi is a good example is because at that time, we really wanted to convey that sense of inner conflict, right? Similar things could be done in other places, but at the time, we just chose a specific segment to showcase that. Moving forward, when we plan for the entire version or even for future versions, we'll continue to try incorporating more of these kinds of elements.]

B: 就是其实这方面在1.5的时候伊芙琳的那个剧情也是 她是要爬上塔去找这个耀嘉音那段剧情我觉得其实表现得也好就是但是因为那个部分因为一直在专注在战斗的时候然后就有点容易忽视旁边的叙事的一个情节所以就是尝试也能感受到也能感受到那个氛围但是确实有的时候不可避免地会有这样的矛盾的感觉

[Actually, in version 1.5, Evelyn's storyline was also similar. She had to climb the tower to find Astra Yao, and I think that part was well done. However, because that segment was so focused on combat, it became a bit easy to overlook the narrative elements happening alongside it. So, while you could still feel the atmosphere and experience the attempts made, there are times when, inevitably, such contradictions can arise.]

Y: 我们这个玩法本身是需要玩家高度专注的尽可能地还是在编排层面上来讲把这两个东西做一些比如说错开这样的一些处理

[Our gameplay itself requires players to be highly focused, so as much as possible, in terms of pacing and arrangement, we try to handle these two elements in ways that, for example, offset them or separate them.]

B: 有一些节奏上的调整

[There are some pacing adjustments?]

Y: 对的 然后在每一个他应该做的事情上让他足够的聚焦:我当前想要战斗那肯定是配合这些氛围把这套这场战斗体验做好然后该做演出或者说该做一些交互的地方我们就把那些东西的

体验做丰富 做丰满不管是一些boss战或者说一些就剧情战这块我们其实是我觉得是相对出色的地方但是为什么会出现刚刚谷歌老师说的那样的问题就是因为我们比如说交互这件事情其实偏弱的应该说类似于像星见雅那样的那种幻境那样的环节它的数量是偏少的或者说它类似这样的体验是偏少的它不能够单独的撑起一段这样的内容出来所以说可能会掺杂着别的体验去做这样的一个调剂但这种调剂我们现在看来它可能起不到一个特别理想的效果它更应该的就是把刚刚提到的各个效果就是各个桥段的这种就是这种设计它都做好然后玩家在每一个该玩或者说该看的地方就把这个最好的体验就给到他这样是最理想的

[Exactly. Then, for each thing the player is supposed to do, we want to ensure they are fully focused. If they're supposed to fight, we should make sure that the atmosphere is in line to create the best combat experience. For moments that require performances or interactions, we need to enrich and enhance those experiences—whether it's a boss battle or a narrative-driven fight, these are areas where I believe we perform relatively well. However, the reason we encounter the issues that Mr.Google mentioned earlier is that, for example, interactions tend to be weaker. There aren't enough segments like Miyabi's illusion, or similar experiences. These moments aren't plentiful enough to stand alone as their own content, so they end up being mixed with other experiences to balance things out. But looking back now, this kind of balancing hasn't had the ideal effect. The best approach would be to perfect the design of each of these moments and then deliver the best possible experience to the player in each section where they need to play or watch. That's the ideal scenario.]

B: 小y老师说这么多内容估计弹幕上应该已经开始说又在画饼了要不咱们再多讲一点未来未来的剧情走向方面再给我们多透露一点呢

[Since Teacher Xiao Y has shared so much, I'm sure the comments are already saying "here they go, making more empty promises." How about we talk a bit more? Can you give us a little more insight into the future direction of the storyline?]

Y: 这个就

[This is... **whimper noise**]

Y: 当然就是大家都那么关心的话我们还是可以小小地跟大家透露一些的整体来讲就是第一季我们讲述的故事还是整体偏轻松愉悦然后阳光积极的

[Of course, if everyone is so concerned, we can still reveal a little bit to you. Overall, the stories we tell in the first season are still lighthearted, cheerful, and positive.]

B: 有点合家欢. 最后大家都皆大欢喜

[A bit family-friendly. In the end, everyone is happy]

BPP: 剧情展望:挖掘深度,体现人物立体性

[Plot Outlook: Explore the depth and reflect the three-dimensionality of the characters]

Y: 但第二季呢我们会更注重挖掘角色的一些深度尝试去体现人物的就是立体性大家在新一季的故事里面能够进一步的看到角色之间的纠葛以及他们的复杂性

[As for the second season, we will focus more on exploring the depth of the characters and try to highlight their multidimensionality. In the new season, you'll be able to further see the entanglements between the characters and their complexity.]

Y: 就是人物之间的关系没错当然呢我们也不会忘记我们自己的那些老朋友们嘛对吧第二季的时候我们大家还是能够看到他们的身影的

[Exactly, the relationships between the characters. Of course, we won't forget our old friends either. In the second season, everyone will still be able to see their presence.]

B: 其实就是基于老角色的活跃这个方面的问题大家社群里面也经常会说但是在这次的1.5还有现在的这个1.6版本这些的比如说艾莲 莱卡恩都有他们的活跃其实就是可以看到有很多的这个调整

[Actually, the issue of keeping old characters active is something that gets brought up a lot in the community. However, in versions 1.5 and now 1.6, characters like Ellen and Lycaon have

had their presence, and you can see that a lot of adjustments have been made in this regard.]

Y: 其实1.7版本莱卡恩还是会在1.7版本当中会和雨果有不少对手戏的即使是上线过的那些角色,外放过的角色我们还是希望他能够在某个时刻能够绽放。属于他自己的光彩的就是大家也可以不用担心比如说主线结束之后这个角色就不见了或怎么样就是我们在合适时机不管是和主线结合的方式还是其他方式就是我们还是会尽可能地去让就是那些我们的角色有更多属于他们的一些特殊时刻的

[Actually, in version 1.7, Lycaon will still have quite a bit of screen time with Hugo. Even characters that have already been introduced or have appeared before, we still hope they can shine at certain moments. So, you don't have to worry that after the main story ends, these characters will just disappear or anything like that. At the right time, whether through integrating them into the main story or in other ways, we will still do our best to give these characters more special moments that belong to them.]

B: 第一季整体这个《绝区零》给我感觉的就是很多伏笔然后感觉这个当中背后应该是有可以大书特书的东西那所以说这样说法来看第二季是这些伏笔陆续都会揭开是吗

[The first season of ZZZ gave me the feeling of many foreshadowings, and it seems like there's a lot more behind the scenes that could be expanded into a big story. So, does this mean that in the second season, these foreshadowings will gradually be revealed?]

Y: 对就是在第二季吧我们可以用一个很具体的词就是说事态会有那种升级的感受对吧事态升级我们首先会跟随主角叫「卫非地」的区域

[Yes, in the second season, we can use a very specific term: the situation will feel like it's escalating. The first thing we'll do is follow the protagonist into the area called "Waifei Peninsula".]

B: 「卫非地」

["Waifei Peninsula".]

Y: 对的人类最早在这里的使命就是观测活性变化很剧烈的莱姆尼安空洞

[Yes, the early settlers of this region were tasked with monitoring the highly volatile Lemnian Hollow.]

Y: 地名也来源于戍卫空洞这一非常理之物绳匠是因为某个具体的原因来到这里他也会在这里结识各个新的代理人当然在认识新的伙伴的同时呢肯定也会有新的危机到来

[The name Waifei Peninsula is derived from the Cantonese characters for "protect" and "anomaly"

from the phrase "protection from the anomaly called Hollows.". {better use the English line here since it explained the name better for the English audience}.

The Proxies came here for a specific reason, and they will also meet various new agents here. Of course, while getting to know new companions, new crises will inevitably arise.]

B: 这个情节有点似曾相识

[This plot seems a bit familiar.]

BPP: 剧情展望:与「称颂会」等组织迎来更激烈的交锋

[Plot Outlook: A more intense confrontation with "The Exaltists" and other organizations.]

Y: 嗯就是新的地块我们熟悉的那个就是我们「老朋友」莎拉就那个坏女人坏女人她也有对应的大动作在筹备中「称颂会」呢就是这个组织在这一季也会和大家展开更激烈的交锋

[Hmm, in the new area, the one we're familiar with is our "old friend" Sarah—the bad woman. She is also preparing for a big move. As for the "The Exaltists", this organization will also have more intense confrontations with everyone this season.]

B: 就是接着之前那个1.4「牲鬼」之后的那个伏笔是吗？

[So, this is a continuation of the plot thread from the previous 1.4 "Sacrifice", right?]

Y: 对

[Right]

B: 所以说就是莎拉在那个1.4之后消失了消失不见就是所以是去了这个「卫非地」是吗

[So you're saying that Sarah disappeared after 1.4, right? She disappeared, and that means she went to this " Waifei Peninsula ", correct?]

BPP: 剧情展望:揭开更多主角相关的秘密

[Plot Outlook: Uncover more secrets related to the protagonist.]

Y: 对就基于莎拉这个重要的一个反派角色在第二季里面我们会对之前埋下的一些伏笔逐步进行交代包括「称颂会」的真正目的还有就是主角身上的一些秘密

[Yes, based on Sarah, this important antagonist character, in the second season, we will gradually address some of the plot points that were set up earlier, including the true purpose of the "The Exaltists" and some of the secrets surrounding the protagonist.]

B: 这个主角身上的秘密其实我在这个游戏刚开始就注意到他们启动H.D.D.的时候就是我们主选的绳匠就是眼睛上会有那个蓝色的那个光圈而这一点在这个那个「牲鬼」战斗之后所以还能说说这个这个眼睛方面的这个情节能是在后续的剧情中会给我们有什么解释吗

[The secret about the protagonist is something I actually noticed right at the beginning of the game. When they activate the H.D.D., the proxy I chose has a blue ring around their eyes. After the "Sacrifice" battle, this detail stood out. So, can we expect any explanation about this eye-related plot point in the future storyline?]

Y: 绳匠的眼睛会在后续的剧情当中呢发挥意想不到的作用然后我们说的那个H.D.D.系统我们家里那个小电脑诞生的原因也会慢慢被揭开而在1.6已经登场了的「市长」会把主角们引向一条揭开更多秘密的道路随着剧情的发展我们也会跟着主角慢慢揭开艾利都不为人知秘密的一角

[The proxies's eyes will play an unexpected role in the future storyline. The reason behind the creation of the H.D.D. system, that small computer at our home, will also be gradually revealed. Meanwhile, the "Mayor," who already appeared in 1.6, will guide the protagonists down a path that uncovers more secrets. As the plot develops, we will gradually uncover a hidden corner of Eridu's secrets alongside the main characters.]

Y: 在第二季里绳匠们还会与几位非常特别的角色产生更多的交集比如来自「云消山」的仪玄便是其中一位在第二季的故事中我们会逐渐开始了解她不为人知的过去而她则会成为我们坚强的后盾并作为指引者教授我们各种能力作为「云岩山」的现任门主仪玄对于术法的运用会为主角带来很多帮助

[In the second season, the proxies will have more interactions with several very special characters, one of whom is Yi Xuan from "Yunkui Summit". Throughout the season, we will gradually learn about her hidden past, and she will become a strong support for us, acting as a guide and teaching us various abilities. As the current sect leader of "Yunkui Summit", Yi Xuan's expertise in mystic arts will be of great help to the protagonist.]

{Brief clip of Yi Xuan reveal is shown here}

B: 嗯好看好看

[Yeah, it looks good.]

Y: 除了仪玄以外。还有其他大家感兴趣的神秘人物也会在第二季登场也可以期待一下

[In addition to Yi Xuan, other mysterious characters that everyone is interested in will also appear in the second season, so you can look forward to that.]

B: 这个难道是那个??和那个??

[Are they ?? and ???] {Bleep censor on two names as Blackgoogle spoke about them}

Y: 这段还是剪掉吧我们给大家要留点神秘感

[Let's cut this part. We need to keep some mystery for everyone.]

{Blackgoogle's naughty little evil laugh}

B: 那这个还有什么可以跟我们多介绍的吗

[Is there anything else you can tell us about this?]

Y: 其实对于阵营我们也可以提前预告一下就是在第二季会登场的一些阵营比如说仅玄所在的「云道山」,奥波勒斯小队,以及身为偶像的妄想天使及其他的全新阵营但是进一步的具体的角色呢我还是先卖个关子吧在4月13日我们也会有一个第二季角色出场的先导PV上线

[Actually, regarding the factions, we can give a little preview. Some of the factions that will appear in the second season include "Yunkui Summit", where Yi Xuan is from, the Obol Squad, the idols of "Angels of Delusion," and other brand-new factions. However, I'll keep the specifics of the characters a secret for now. On April 13th, we will also release a teaser PV showcasing the characters that will appear in the second season.]

{Images of the faction banner for the 3 mentioned factions are shown}

B: 剧情部分过去问你们的总结加上即将更新的内容就是会有很大的变化也是期待拉满但是说实话这种程度的更新。我觉得能让它配得上2.0的这个我觉得还不够剧情只能说是一部分前面也说它会有很多很多的元素都会有变化比如说你刚才说到主城这个主城方面还会有些什么样的调整

[The storyline so far, along with the upcoming updates, will bring significant changes, and the anticipation is high. But to be honest, for an update of this scale, I don't think it fully lives up to the expectations of version 2.0. The storyline can only be considered one part of it. As mentioned earlier, many elements will undergo changes, such as the main city you just mentioned. What kind of adjustments can we expect for the main city?]

Y: 首先是肯定是一个新的美术风格的并且有新的人文生态的这样的一座主城

[First of all, it will definitely feature a new art style, along with a new cultural and ecological design for the main city.]

B: 是在光映广场基础上的变化还是说是一个新的主城

[Is it a change based on Lumina Square, or is it a completely new main city?]

Y: 肯定是一座新的独立的主城我可以先介绍一下我们从2.0所谓的新的主城刚才也提到了一个很关键的词「卫非地」

[It will definitely be a new, independent main city. I can give you a brief introduction. From version 2.0, the so-called new main city, I also mentioned a key term earlier— Waifei Peninsula.]

B: 「卫非地」就是新的主城

[Ah, " Waifei Peninsula " is the new main city.]

BPP: 「澄辉坪」:中式特色的新的「主城」

[Failume Heights: A new "main city" with Chinese characteristics]

Y: 可以这么讲就「卫非地」中的核心区域「澄辉坪」算是我们的新的主城这个新的主城它的设计提取了很多我们说的中式文化元素结合《绝区零》的世界观为大家呈现出一个与以往地块风格

迥异的城区。这里有闲适的茶楼 古朴的药房静途的「随便观」希望给大家带来亲切感的同时还带来相当的新鲜感

[You could say that the core area of " Waifei Peninsula ", " Failume Heights ", will serve as our new main city. The design of this new main city incorporates many elements of traditional Chinese culture, blending them with the worldview of ZZZ to present a cityscape that is quite different from the previous areas. Here, you will find leisurely teahouses, ancient pharmacies, and the serene "Suibian Temple". The aim is to bring a sense of familiarity while also offering a refreshing new experience.]

B:「随便观」可以随便观是吧再给我们再多介绍介绍

["Suibian Temple" =~= "Casual Viewing"? Means you can casually observe, right? Could you tell us more about it?]

Y:「卫非地」它最早是观测莱姆尼安空洞的地方它隶属于索恩区毗邻莱姆尼安空洞它这个城镇依山而建 俯瞰海湾随着人类对空洞的就是探索 开采和加工具有卓越抗侵蚀性质的珍贵材料「辉瓷」它是「卫非地」的核心产业在莱姆尼安空洞内最早其实是旧都时代遗留的「航天城」虽然现在已经被莱姆尼安空洞整个都吞噬掉了至今「航天城」外围的以太稳定区域还在进行「辉瓷」的开采和工厂的生产

[" Waifei Peninsula ", was originally a place for observing the Lemnian Hollow. It belongs to the Throne Quarter and is adjacent to the Lemnian Hollow. This town is built on the mountainside, overlooking the Bay of Xie. As humanity explored, mined, and processed the precious material "Porcelume", known for its exceptional Ether-resistant properties, it became the core industry of "Waifei Penninsula." Originally, within the Lemnian Hollow was the " Aerospace City " from the Old Capital Era. Although the entire city has since been swallowed by the Lemnian Hollow, the Ether-stable region surrounding the " Aerospace City " is still engaged in the mining of "Porcelume" and production in factories.]

BPP:「航天城」:新的战斗/探索的区域

["Aerospace City ": New battle/exploration area]

BPP: 「航天城」:游玩内容更丰富、引导更便捷

["Aerospace City ": richer game content and more convenient guidance]

Y: 在第二季中我们将从「航天城」的外围出发逐步探索莱姆尼安空洞相比于我们以往的战斗区域这次的「航天城」可能我们整体会做得更加的全面一点它会有更大的探索区域:系统层面上来讲它也会更丰富然后引导上来讲也会更便捷一些

[In the second season, we will start from the outskirts of the " Aerospace City " and gradually explore the Lemnian Hollow . Compared to our previous combat areas, this time the " Aerospace City " will be more comprehensive overall. It will have a larger exploration area. From a system perspective, it will be more enriched, and in terms of guidance, it will be more convenient.]

B: 听起来就地处又危险然后又有很关键的资源就听起来就是一个很容易产生各种纷争的地方

[It sounds like a place that is both dangerous and holds crucial resources, which makes it a spot where various conflicts are likely to arise.]

Y: 对的刚提到一个很具体的词就是说这一次的「航天城」它可能会更大更全面一点所以说在第二季当中我们希望能提供一个更丰富的内容也配合着这套关卡体验我们能对上一part提到的主线剧情部分能够做更好的支持体验层面上也做一些升级

[That's right. As mentioned earlier, this time the " Aerospace City " will be larger and more comprehensive. In the second season, we hope to provide richer content, and with this set of level experiences, we aim to offer better support for the main storyline we mentioned earlier. We will also be upgrading the overall experience.]

B: 有点像官方预告

[It's a bit like an official teaser.]

Y: 对对对

[Right, right, right]

B: 可以说是官方预告我们还是这个面对面的风格那我们新主城它的变化相比于六分街和光映广场它除了像美术方面以外它还有一些什么区别和之前的这个

[You could say this is kind of like an official preview — we're still keeping that face-to-face style. Now, when it comes to the new main city, how does it differ from places like Sixth Street and Lumina Square? Aside from the visual/art style, what other differences are there compared to before?]

Y: 就说到之前我们得提之前的六分街六分街算是我们第一次做主城这样的东西然后它的功能还算是齐全的但确实早期在设计层面和实现层面上来讲它考虑得不够多所以说它扩展性会有点差然后后面我们又有了光映广场光映广场确实大但是与之相对的它的功能本身却有点欠缺所以说基于这两点呢玩家有些时候要去光映广场有些时候要去六分街他这个来回穿插的体验可能可能一般嘛

[Speaking of which, we should mention Sixth Street first — that was actually our first attempt at creating a main city. Its functionality was fairly complete, but to be honest, in terms of design and implementation, we didn't consider everything thoroughly enough, so its scalability ended up being a bit limited. Then later we introduced Lumina Square — it's definitely larger, but in contrast, it lacks some essential features. Because of that, sometimes players have to go to Lumina Square, and other times they have to go back to Sixth Street. That back-and-forth experience... well, it's kind of just so-so.]

B: 确实之前光映广场 六分街虽然说是就算是功能齐全但是也得来回倒腾来回倒

[Yeah, it's true — even though Lumina Square and Sixth Street were functionally complete, you still had to constantly go between them...]

Interjecting Y: 来回倒腾

[...VERY back and forth.]

B: [...来回倒]

[...back and forth. **laugh**]

B: 它除了像这个会集中一点还有一些什么其他方面

[Besides being more centralized, what other aspects are different?]

Y: 除了在一些最基础的比如说地理位置或者说功能点排布上来讲我们尝试做得对绳匠们更加便捷以外

[Aside from the basics — like the geographic layout or the arrangement of functional areas — we've also tried to make things more convenient for the proxies.]

BPP: 「主城」展望:把不同功能区域更好地联系在一起

[Main City Outlook: Creating stronger connections between various functional zones.]

Y: 我们尝试把玩家生活的区域探索区域以及战斗区域做一些基础的在系统层面上的「打通」吧这个不是说真的全部都连接在一起了而是说玩家在这几种体验之间的来回的比如说穿梭也好交互也好这些东西有一种更整体性的感受并且在目标或者串联上来讲有更具象的认知

[We're trying to establish a foundational level of "integration" between the player's living area, exploration area, and combat area — not in the sense that everything is literally connected, but rather that moving between these different experiences, whether it's transitioning or interacting, feels more cohesive. The goal is to give players a more unified experience and a clearer sense of purpose and connection between these elements.]

B: 衔接得会更自然一点然后更 联系更紧密一点

[The connections will feel more natural and more closely integrated?]

Y: 没错是的就是因为毕竟我们最早的游戏其实有两个很重要的一个模块一个是在主城玩家会有一些生活的感受另外一个东西在空洞中在关卡中它其实是去战斗的但这两者为什么要为什么你要生活为什么你要战斗这个东西其实之前是没有给到一个非常充足的玩法上或者一些体验上的理由的这一次的我们会做出一些调整

[Exactly. After all, our earliest games had two very important modes: one was the main city, where players had a sense of daily life, and the other was the Hollow, where the combat took place. But the reason behind *why you live* and *why you fight* wasn't really provided with enough gameplay or experiential context before. This time, we'll be making some adjustments.]

B: 其实也算是一个叙事上的补充那就是说这个新主城并不简单地是追加了一个主城而是也代表着就是说2.0的一个整体的进化

[So it's actually more of a narrative supplement. So, this new main city isn't just an added feature — it also represents the overall evolution of 2.0?]

BPP: 「主城」展望:在生活区域和战斗/探索区域可以更自由地通行

[Main City Outlook: More freedom to move between the living areas and the combat/exploration zones.]

Y: 对随着这次新主城的推出我们是希望玩家能够在「卫非地」的「澄辉坪」当中以及刚刚提到的「航天城」就莱姆尼安空洞的「航天城」当中更加自由地穿梭去进行战斗和探索的

[With the launch of this new main city, we hope players will be able to move more freely between “Waifei Peninsula”, “Failume Heights”, and the “Aerospace City” in the Lemnian Hollow that was just mentioned, for both combat and exploration.]

BPP: 体验优化:完成第二季任务不再必须通过H.D.D.交互

[Experience Optimization: Completing Season 2 tasks will no longer require H.D.D. interaction.]

Y: 然后这里还想补充一个点其实之前可能有一些铺垫了因为一些特殊原因 主角的某些变化可以使就玩家不再需要H.D.D.这个系统我们也会在后续做进一步地展开通过现在这种形式的话在不同的任务模块之间穿梭说得再简单一点人话一点就这个东西它会变得它的链路会变得更加的简洁对的

[I'd like to add one more point: there may have already been some forshadow for this. Due to certain special reasons, changes to the protagonist will make it so players no longer need the H.D.D. system. We'll provide further details on this in the future. To put it simply, the system will become more streamlined, with a more straightforward connection between different modes]

B: 就以后做任务就会方便很多了不但是游戏2.0升级连H.D.D.也升级了。

[It will make completing tasks much more convenient in the future. Not only has the game been upgraded to 2.0, but even the H.D.D. system has been upgraded. *Double upgrade.*
laugh]

{“Double upgraded” isn’t a line in the original, just want to make it clear why Blackgoogle laughed}

Y: 当然我们其实最早是有这样的一些思路的从1.0开始我们对现在线上的这些任务的流程我们其实一直是在做一些体验层面的一些优化的就我们也会聚焦在关卡以外的主城这部分的任务的整体的链路我们会尝试做一些这样的优化对吧

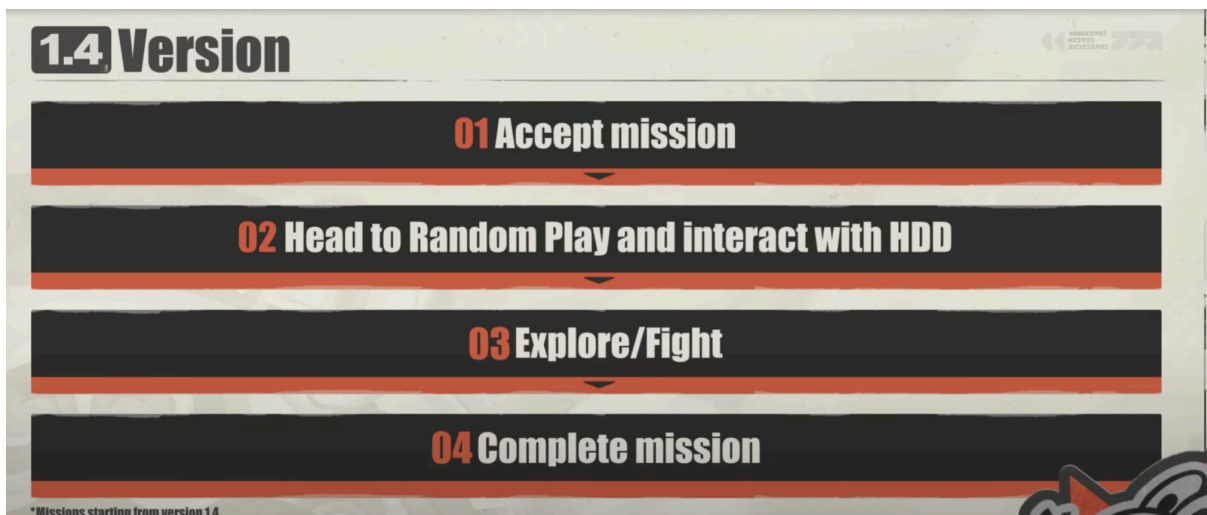
[Of course, we actually had these ideas from the very beginning. Since 1.0, we've been continuously optimizing the experience of the current task flow. We've also focused on optimizing the overall task progression in the main city, outside of just the stages, and we'll continue to make these improvements, right?]



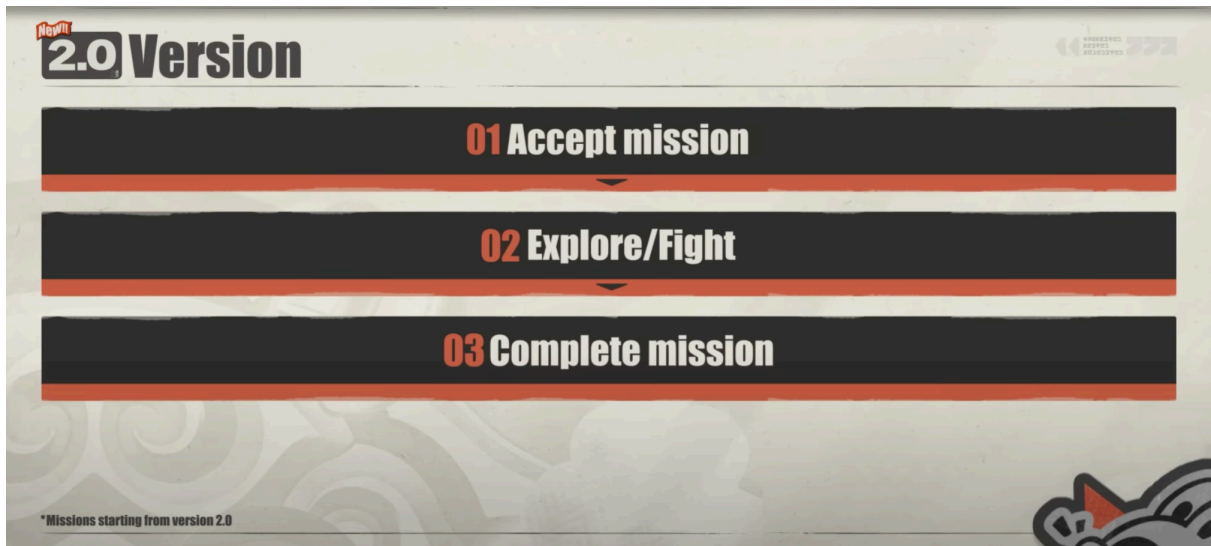
{Photoshop this, this screen doesn't exist in the English Dev Talk. Only the other two.}

Y: 然后到2.0版本后我们也希望能够玩家能够看到这一块成果希望大家能够对这件事情有一定的认同

[Then, with the 2.0 version, we hope players will be able to see the results of this work and that everyone will recognize the improvements we've made.]



□



B: 不满意我再来做一期这个节目

[If we (the players) are not satisfied, I'll make another episode of this show.]

Y: 当然没问题

[Of course, no problem.]

B: 好好好

[Hahaha. *Blackgoogle's evil laugh striked again.]

Y: 言归正传其实还有一个问题其实也跟任务的就流程体验有关大家之前早期经常提到的加载读条的问题

[Getting back to the main topic, there's actually another issue, which is related to the task flow experience — the loading and progress bar issue that everyone often mentioned in the early days.]

B: 进停车场都要黑一次屏

[Even entering the parking lot causes a black screen.]

Y: 进停车场进出录像店它都会迎来黑屏的然后这一次我们值得提的一个点在我们新的「澄辉坪」里面绳匠们回家他不再需要黑屏加载了

[Entering the parking lot or going in and out of the video store would both trigger a black screen. One point worth mentioning this time is that in our new “Failume Heights”, when the proxies return home, they no longer need to experience a black screen during loading.]

B: 就直接不是在原本的基础上改而是直接新的区域里面来解决这个问题

[Instead of changing the original area, we’ve directly addressed the issue within the new area?]

Y: 对是的因为录像店的话它其实有一些历史背景在可能大家没有想到的实际上录像店内部的面积和真实的你从外面看的录像店大小它是不一样的所以说是只能通过这种黑屏加载方式把店内外去做一下分隔开的当然其实在我们目前这个状态下也听到了玩家对于黑屏加载的一些反馈的声音

[Yes, that’s right. The video store actually has some historical context that people might not have considered. In reality, the interior size of the video store is different from the size you see from the outside. So, the black screen loading was the only way to separate the inside from the outside. Of course, we’ve also heard feedback from players about the black screen loading in its current state.]

{“historical context” Y meant is it’s an “deep rooted issue”, he’s meaning that the video store’s loading screen issues has been an old issue with history to it but it’s tough to fix it without majorly changing the area.}

BPP: 体验优化:持续优化、减少黑屏加载

[Experience Optimization: Continuously optimizing and reducing black screen loading.]

Y: 我们也不仅局限于在2.X版本就只做「澄辉坪」回家不用黑屏加载这样的一件事针对玩家常用的一些功能点甚至任务流程当中的黑屏加载我们也会去做进一步地调优

[We're not just limited to the 2.X version where "Failume Heights" allows players to return home without black screen loading. We will also make further optimizations for black screen loading in commonly used features and even within task flows.]

B: 不光是新区域里面来把提前规划好让它不用黑屏加载而且之前的区域也会进一步的把黑屏加载的情况也优化掉

[Not only will the new areas be planned in advance so that they don't have to load with a black screen, but the previous areas will also be further optimized to avoid black screen loading?]

Y: 应该说在任务流程当中吧不管是新区域老区域就是一些不必要的黑屏加载那我们这一部分的体验也会重视起来去做一些更有仪式感的或者能把黑屏这种观感降低的事情

[It should be in the task flow — whether it's new or old areas, we'll focus on eliminating unnecessary black screen loading. We'll pay attention to improving this part of the experience by introducing more immersive elements or finding ways to reduce the impact of black screens.]

B: 也算是一种叫什么「回家的诱惑」不过还是听你刚说的「澄辉坪」也会有绳匠的家原来六分街的家甚至于六分街本身光映广场这些的它们(功能)还会保留还是有什么规划

[It could be called a kind of 'temptation to go home,' but as you just mentioned, "Failume Heights" will also have the proxies's home. Does that mean the homes from Sixth Street, and even Sixth Street itself, along with Lumina Square, will still be retained? Or is there some other plan for them?]

BPP: 原有地块功能会继续更新内容

[The functionality of existing areas will continue to be updated.]

Y: 我们是新增了人文氛围更匹配的日常功能点但也不意味着就你一定要去「澄辉坪」完成嘛原本的就是光映广场六分街的那些功能它都保留着主要在新的地方你可以用新的形式去完成而且可能整体体验负担上来讲也不会有什么变化但这个选择权我们肯定是交给玩家去做的

[We've added new daily features that better match the cultural atmosphere, but that doesn't mean you have to go to "Failume Heights" to complete them. The original features from Lumina Square and Sixth Street are still available. The main difference is that in the new areas, you can complete tasks in new ways. Overall, the experience won't add any extra burden, but we're definitely giving players the choice to decide.]

B: 这个在六分街还有Random Play日常的店铺经营还有喝咖啡这些的日常活动它是平替到了「澄辉坪」还是说在「澄辉坪」那里会有一些变化

[Does this mean the daily activities like managing stores and drinking coffee, which were available in Sixth Street and Random Play, are now simply replaced by "Failume Heights", or will there be some changes in "Failume Heights" itself?]

BPP: 「主城」展望:刮刮卡中式特色 2.0版本即将到来]

[Main City Vision: Scratch Cards with Chinese-style features.

Version 2.0 is coming soon.]

Y: 应该这么讲我们也提供了在「澄辉坪」去做这件事情的选择权以及根据「澄辉坪」的人文特征对一些东西也做了一些改造两者其实不是替换关系而是说两者同时存在的玩家可以从根据自己的选择去今天想在这儿或者今天想在那儿比如说报刊亭的刮刮卡它到「澄辉坪」的话它就会变成一个跟「随便观」氛围上来讲更符合的更贴的一种形式

[It's better to say that we've provided the option to do this in "Failume Heights", and based on the cultural features of "Failume Heights", we've also made some adjustments to certain things. The two are not replacements, but rather both exist simultaneously, so players can choose based on their preferences — whether they want to be here today or there. For

example, the scratch cards from the newsstand, when moved to “Failume Heights”, will take on a form that fits the atmosphere of “Suibian Temple” more closely and appropriately.]

BB:「随便观」好像能想象是怎么回事

[“Suibian Temple” seems like something you can easily imagine what it is.]

Y: 对对对比如说个具体点就类似于像那种「赛博算命」这种感受的东西然后与此同时肯定是对应的一些有趣的NPC在「澄辉坪」他也是会存在的最早我们提到了一个东西这种疲劳感我们也是希望不仅是在推出那种比如说新的主线剧情或者其他的那种一次性内容在玩家就是每天玩的东西当中我们也给到玩家更多的一些选择权能够...

[Exactly, for example, it's something like 'cyber fortune telling,' that kind of vibe. At the same time, there will definitely be some interesting NPCs in “Failume Heights”. Earlier, we mentioned something about fatigue, and we hope that it's not just about releasing new main storylines or other one-time content. We also want to give players more choices in their daily gameplay, allowing them...]

Interjecting B: ...体验更丰富

[...a richer experience.]

Y: 能够让玩家有体验更丰富一些

[Allowing players to have a richer experience, yeah.]

B: 那其实还有一个我特别喜欢的原先在Random Play的店铺经营它不是每日可以上架推荐影片然后有代理人来做宣传这件事情其实在测试的时候这件事情还是一个稍微有一点点难度因为设定上面绳匠是一个博览群片的店长客人想看什么片只要说出一个描述这个绳匠马上就能一点就知道他是要看什么片但是在玩家的角度玩家其实是不知道这些影片是什么的而且最多也只能是通过开头的游戏启动画面的时候的广告但是就是这样的话想准确的知道有的时候还

是挺有难度的所以我能理解在正式服的时候就这部分的简化了但是能理解的同时还觉得有点可惜的所以我想知道就是说在2.0的版本之后会不会还有什么新的经营玩法

[Actually, there's one more thing I particularly like. Originally, in Random Play, the store management feature allowed you to recommend movies daily, with agents promoting them. However, during testing, this became a bit difficult because, in the setting, the Proxies is a movie store manager who knows about every film. If a customer asks for a movie, the Proxies can immediately understand what they want just from a description. But from the player's perspective, they don't know what these movies are, and they can only see ads during the game's startup screen. Even then, it's still quite difficult to figure out exactly what's being offered. So, while I understand why this part was simplified in the live version, I still feel it's a bit of a shame. I'd like to know if, after version 2.0, there will be any new gameplay for store management.]

Y: 我们也觉得挺可惜的其实包括我在内组内的很多同学对于这种有一定模拟经营要素的这样的玩法本身其实挺喜欢的本身做这个玩法除了刚刚提到的经营模拟元素以外我们也是觉得能在这种相对有生活感的系统当中能够给代理人进一步的呈现他个性或者生活化一面的这样的场景这是我们的目的但很可惜的是在当时的Random Play的设计和制作过程中我们会发现考虑得还是不够周全对以及还有一点Random Play其实它是一个很不错的店铺周边的关联没有那么强之所以提关联这件事情其实我发现线上玩家对于绳匠身份录像店主这个身份他们是有一定的热情成分在的如果是这样的话他其实对于我比如说做了什么样的工作我作为录像店主做了什么样的工作能够对他的后续玩法也好 IP也好他有什么样的影响这件事情其实是有一定的就是这样的一个诉求在的但很可惜的是我们这些系统之间它相对独立对所以说我们在后续的2.0版本当中的新的「卫非地」城当中的「随便观」的这样的一个玩法我们会强化这部分的体验除了提供之前说的那种一定经营模拟这样的趣味性以外我们进一步会做的尝试着让玩家对「澄辉坪」的各个功能点都有一定的串联的感受

[We also think it's a bit of a shame. Many of my colleagues, including myself, really like gameplay elements that have some simulation and management aspects. The purpose of this type of gameplay, aside from the business simulation elements mentioned earlier, is to give agents a chance to further showcase their personalities or more everyday aspects within a system that feels relatively immersive. Unfortunately, during the design and production process of Random Play, we realized we didn't fully consider everything. Also, another point is that Random Play, although a great shop feature, didn't have a strong

connection with the surrounding elements. Speaking of connection, I noticed that online players are quite passionate about the Proxies's role as the video store owner. If that's the case, they're interested in how the work they do as a video store owner impacts their future gameplay or IP. However, unfortunately, these systems were relatively independent. Therefore, in the new "Suibian Temple" feature within the "Waifei Peninsula" in version 2.0, we'll strengthen this experience. Besides providing the previously mentioned fun of business simulation, we'll try to ensure that players feel a sense of connection across the various features in "Failume Heights".]

BPP: 「主城」展望:加强不同功能玩法间联系

[Main City Outlook: Strengthening the connection between different functional gameplay elements.]

B: 就把它们「打通」关联感更强一些

['Link' them together, creating a stronger sense of connection.]

Y: 对关联感更强一些以及这件事情本质上是服务于主角的这个「澄辉坪」之后的新的身份的然后刚刚其实提到另外一个话题关于和代理人之间的交互因为我们随着功能点店铺的增多其实跟代理人交互的机会也会变得会越来越多我们也是希望能够给到玩家更多的这样的一个情景能够进一步地去了解所谓的代理人的就是在不同也不一定是日常生活的一面就是不同的这样的一面凡是能够让玩家产生更好体验的东西我们都会尝试去做除了那种高质量的主线剧情或者重大的玩法那这种相对日以继往的这种日常玩法我们也会做一定层面的维护和变化基于这些日常体验因为玩家每天都会玩我相信玩我们游戏对代理人的情感是最深的我们也尝试会结合一些代理人相关的一些交互进去给到玩家更多更细小的一些情绪价值吧

[Yes, making the sense of connection stronger. And fundamentally, this is in service of the protagonist's new identity in "Failume Heights". Then, there's also another topic about interactions with agents. As we add more features and shops, the opportunities for interacting with agents will naturally increase. We hope to provide players with more of these scenarios to further understand the different sides of the agents, not just their everyday lives but other aspects of them. Anything that can create a better experience for players, we'll try

to implement. In addition to high-quality main storylines or major gameplay features, we'll also continue to maintain and evolve these daily gameplay elements. Since players engage with these daily experiences, I believe their emotional connection to the agents is the deepest. We'll also try to integrate more agent-related interactions to offer players finer, subtler emotional value.]

B: 这个也看得出来对于代理人这部分的体验原先是集中在某一个点的更新现在是更新的是要扩散开了日常都会有工作量其实也是应该也是会增大很多的我们还是说回主城主城我还是有很多感兴趣的东西比如说它作为一个新版本活动地点就像之前光映广场它可能会伴随着会有一些新的活动追加然后会有日常内容的迁移对玩家来说也是丰富了游玩体验但是其实还是挺想了解到更多的会有些什么方面的翻新调整

[It's clear that the experience with agents, which was originally concentrated in one specific area, is now being expanded. Daily tasks will likely increase significantly. But let's get back to the main city — there are still many things I'm interested in. For example, as a new version's active location, just like Lumina Square before, it might come with new activities and a shift of daily content, which will enrich the player experience. However, I'm still quite eager to know what kinds of updates or changes will be made.]

Y: 这个可能是我们将来会做的一个长期工作除了刚刚提到的我们肯定会跟着推出一些新的玩法或者活动以外对于日常部分的体验的维护这也是我们很重要的一个工作随着版本的更新随着版本的更新我们可以看到比如说玩家会在刮刮乐或者其他那些玩法它其实玩家是会长期地去体验这些东西的我们肯定会去定期地去做一些更符合比如说玩家的一些诉求的表达那举个例子来讲1.4版本我们当时其实是对前期的历程是做了一些迭代和调优的除了提供双模式以外其实前期历程的历程编排其实做了一些变化的可能玩家感受还不是特别明显但举这个例子是指玩家可能他们玩得比较多的内容我们不会就放在那里不管了对吧

[This is likely going to be a long-term effort for us in the future. In addition to the new gameplay or activities we'll definitely introduce, maintaining the daily experience is also a very important task for us. With each version update, we can see that players will consistently engage with features like scratch cards or other gameplay elements. We will certainly periodically make adjustments to better meet the players' needs. For example, in version 1.4, we actually made some iterations and adjustments to the early stages of the

game. Besides offering dual modes, we also made changes to the early stage progression. Although the changes might not have been very noticeable to players, the point is that we won't just leave content that players engage with frequently and ignore it.]

B: 就是说到这个更新这也是大家普遍反馈比较多的就是导航系统因为我们比如说最常去的就是爆一个是Random Play 六分街,然后HIA然后就是防卫点(斯科特哨站)这四个点之间在导航里面来回切的时候其实操作的频率还是挺高的然后大家操作负担也会比较大因为这个东西就是大家天天要面对的东西所以说玩家很显然会有这方面的一个需求你们这方面是有意识到吗

["Speaking of updates, one area that has received a lot of feedback is the navigation system. For example, the most commonly visited places are Random Play, Sixth Street, HIA, and the defense points (Scott Outpost). The frequency of switching between these four points in the navigation system is quite high, and it can be burdensome for players because this is something they have to deal with every day. So, it's clear that players have a demand in this regard. Are you aware of this issue?]

Y: 首先我们其实内部是有意识到的就是关于便利性这件事情也提供了一些方案比如说另外一种呈现形式让玩家更快地能够找到自己要去的地方

[First of all, we are aware of this internally. We've considered the issue of convenience and have proposed some solutions, such as presenting an alternative format that allows players to find the places they want to go more quickly.]

{The Compendium menu and the Coff's Coffee now only has 2 kind of coffee in the shop is shown}

BPP: 体验优化:导航升级地图,信息一目了然

[Experience optimization: Navigation upgrade map, information is clear at a glance.]

Y: 所以说在2.0版本的时候但这些事情可能还不够我们会把导航整体迭代成一张地图就真正意义上《绝区零》会有一张自己的地图然后这个地图它除了能够把这个地点的信息整合到一起以外呢它可以也能够更直观地表现出对于整个世界和当前版本故事发生地的一些认知吧

[So, in version 2.0, these changes might not be enough. We will completely iterate the navigation system into a map, meaning that ZZZ will finally have its own map. This map will not only integrate location information but also provide a more intuitive representation of the overall world-building and the story locations for the current version.]

B: 在地理层面上能够更直观的看到

[On a geographical level, it will allow for a more intuitive view?]

Y: 对 俗话说就是新艾利都到底是一个什么样的场景你之前发生的一些故事究竟在哪些地方你可以看到

[Right, as the saying goes, what exactly is New Eridu like? Where can you see the locations where the stories that happened before actually took place?]

B: 我还记得就是1.4的时候能去六课办公室的时候我就使劲盯着他们的战略地图一直盯着看艾利都六分街在哪是地图上都是什么位置就唯一能看到的地图就是那

[I still remember in version 1.4, when I could go to the Section 6 office, I kept staring at their strategic map, trying to find where Eridu and Sixth Street were located. The only map visible at that time was that one.]

Y: 其实玩家对于地图这件事情的呼声一直以来都是挺高的因为他们都是想知道新艾利都或者说之前提到的一些空洞它究竟是在这个世界当中是在哪个位置上

[In fact, players have always had a strong demand for the map because they want to know: Where exactly is the New Eridu? Or, as mentioned before, where are some of the hollows located in this world?]

Interjecting B added: 什么样子的

[What is it like?]

Y: 是什么样子的对然后除此以外就是说我们本身其实地图上会有一些收集内容比如说喵吉对吧或者说一些宝箱(卡格车)这样的东西所以说这次是我们下了一个决心把原本的导航迭代成了地图其实我们还是会用一种形式保留下来然后保证玩家在操作链路没有变复杂的情况下能够更直观地看到自己现在的一些信息但玩家也不用担心了原本导航已有的一些功能

[What is it like? And aside from that, we will actually have some collectible content on the map, like Officer Mewmew, right? Or some treasure chests (like Lost Cargo). So, this time we've made a decision to iterate the original navigation system into a map. However, we will still preserve it in some form to ensure that players can see their current information more intuitively, without complicating the operation flow. But players don't need to worry about the existing features of the original navigation system.]

B: 就是有提供新的方式但老的方式也有

[So, there are new ways, but there's still the old ways available?]

Y: 对当然这个事情我觉得我们算是我们最早有点考虑不周的地方这个东西就应该是最早就应该在游戏内存在的因为玩家对于世界观对于整个地图结构它其实都是有一些想要了解的这样的一个诉求的

[Yes, of course. I think this is one of the areas where we carelessly and initially didn't plan well. This should have been in the game from the very beginning because players have a natural desire to understand the world and the overall map structure.]

B: 所以这还好是长线运营游戏能有足够的机会和对未来的期望来调整还有就是像这种功能我发现之前很多时候都是之前有新的一个迭代方案的但是旧的迭代方案也保留这就是我们玩家很多时候说的你要给我们提供选择我可以不用但你不能没有

[So, it's good that as a live service game, there is enough opportunities and future expectations to make adjustments. Also, I've noticed that many times, there were new

iterative improvement plans, but the old ones were still kept. This is something players often say: "You need to give the choice, we don't have to use those old mechanics, but you have to keep it exist".]

Y: 对. 像刚刚提到的比如说「澄辉坪」的一些新的日常的一些功能点 对吧然后包括这张地图我们都是希望能够兼容老玩家和新玩家的一些需求的

[Yes. Like the new daily features in "Failume Heights" that were mentioned earlier, and including this map, we hope to accommodate the needs of both old and new players.]

B: 对的那么就围绕新的区域我们说这么多其实作为绳匠本匠来说的话更期待的还是说就是作为主角未来能有更多的故事参与感

[Yes, so we've discussed a lot around the new areas. But from the perspective of the Proxies, what I'm really looking forward to is the protagonist having more involvement in the storylines in the future.]

Y: 我们其实也发现了所以说在第二季当中我们也就是针对这件事情做了很多的表现层面的一些强化或者说感受层面的强化

[We've actually noticed this, so in the second season, we've made a lot of enhancements in terms of presentation and the overall feel to address this issue.]

B: 你具体说说

[Can you be more specific?]

BPP: 拜入「云岫山」,经营「随便观」

[Enter "Yunkui Summit" and manage "Suibian Temple".]

Y: 比如说首先从设定角度上来讲就刚刚提到了主角会做「随便观」的在「随便观」负责他的经营玩法对吧其实是基于主角会成为「云道山」的见习弟子这件事情然后才会有他需要去经营「随便观」这样的一个身份上的转变的你到一个新的地点之后其实就是对玩家来讲他也会有一个新的身份

[For example, from a story perspective — as we just mentioned — the protagonist takes on the role of managing “Suibian Temple”. This management gameplay is actually tied to the fact that the protagonist becomes a trainee disciple of “Yunkui Summit”. It's this shift in identity that leads to their new role. So, when the player arrives in this new location, it also marks the beginning of a new identity for them.]

BPP: 主角获得新的能力和形象

[The protagonist gains new abilities and appearance]

Y: 而这个见习弟子呢他不但会去经营「随便观」同时他也会获得一些新的能力和新的形象

[This proxies not only manage the " Suibian Temple," but will also gain new abilities and a new appearance.]

B: 新的形象

[New appearance?]

Y: 是的 但这个我们就先卖个关子

[Yes, but we'll keep this a secret for now.]

B: 那新的能力呢

[What about the new ability?]

Y: 这个新的...也要卖关子这个我们就不卖关子了

[This new... we'll keep it a mystery. Actually, we won't keep it a mystery anymore.]

B: 买一送一这个「关子

[Buy one get one free]

Y: 比如说之前的那个操作邦布其实算是主角的一种导航能力现在其实主角其实还是会修习刚提到了弟子他肯定会修习一些术法

[For example, the Bangboo could be considered a kind of navigation ability for the protagonist. Now, the protagonist will still continue to practice. As mentioned earlier, the apprentice will definitely be learning some “mystical arts”.

B: 在修习术法对不是那种以太操控它是术法

[Mystical arts. It's not Ether manipulation; it's mystical art?.]

Y: 术法对并在后续的就是在空洞当中探索当中发挥一定的作用了

[Yes, mystical arts, and it will play a certain role during the exploration in the Hollow later on.]

{ "Mystic Arts" (术法) as a term is pretty broad in CN. It ranges from actual magic, to Kungfu and martial art to ritual practices and the like.}

B: 所以在之后这方面修习或者说是什么研习的这些东西会对他有什么(影响这方面会有什么福利揭晓吗

[So, will the practice or study of this have any impact on them later on? Will there be any benefits or reveals related to this?]

Y: 当然这些东西肯定是跟主角身上的秘密以及「云道山」阵营的后续的一些故事发展是息息相关的将来除了探索以外我们其实也会考虑在其他地方去进一步的强化主角的存在感。

[Of course, these things are closely related to the secrets of the protagonist and the future story development of the "Yunkui Summit" faction. In the future, aside from exploration, we will also consider further strengthening the protagonist's presence in other areas.]

B: 比如说呢未来他有战斗方面的这样的能力吗

[For example, will they have such combat abilities in the future?]

BPP: 比如说呢未来他有战斗方面的这样的能力吗

[The protagonist's combat abilities are planned in the early stages.]

Y: 这个确实我们是有在思考的这个确实我们是有在思考的其实是第一步还是先把主角的参与感给他拉上来然后呢其他东西也是处在一个初期策划的阶段如果有真正确定后的消息之后我们也会跟谷歌跟大家做一次分享

[This is something we are indeed thinking about. The first step is to increase the protagonist's sense of involvement. As for the other aspects, they are still in the early planning stages. Once we have confirmed details, we will share the information with everyone, including Mr.Google.]

B: 还有一个问题之前咱们的上一期的面对面还有1.4版本的话一个比较大的改动就是这个极限技(终结技)极限技(终结技)由单一的拆分成三个各自来释放这种事确实是很大的战斗方面的改动所以想知道一下未来2.0之后的版本我们有哪些可以值得期待的方面

[There's one more question — in our last Face-to-Face session and in version 1.4, one of the major changes was to the Ultimate Skill (Finisher). It was split from a single bar into three separate ones that could each be triggered individually, which was definitely a big change in terms of combat. So, I'd like to know: after version 2.0, what are some things we can look forward to in this area?]

BPP: 战斗展望:能量接调整,提供更丰富战斗体验

[Combat Outlook: Energy mechanic adjustments to provide a richer combat experience.]

Y: 首先关于1.4就是极限技(终结技)或者说唱响槽跟极限技(终结技)这一部分的改动的话其实我们对于过去我们觉得在设计上存在的一些问题的修正但是这个思路也一定程度上可以表达我们对将来比如说一些技术规则这一块的追求突破或者创新的一种方向与之相对应的喧响槽和极限技(终结技)这个改动方向相对应的我们可能会在2.X版本也对我们的角色的特殊技相关的能量条也会做一定程度上机制上的设计因为最早的能量条它可能是只能够承担类似于像释放技能*积攒 消耗释放技能这样的一个作用后续的话我们可能会考虑针对相对通用的能量条上面去做一些更深度的挖掘当然我们努力的方向肯定也不会局限在能量槽这件事情上

[First of all, regarding version 1.4 — the changes to Ultimate Skills (Finishers) and the Decibel Rating — were actually adjustments we made to address certain design issues we identified in the past. But at the same time, this approach also reflects our pursuit of breakthroughs or innovation in technical mechanics moving forward.

In line with the changes to the Decibel Rating and Ultimate Skills, we may also introduce new mechanic designs related to characters' special skill energy bars in future 2.X versions. Initially, these energy bars only served a basic function — accumulating energy through skill use and then consuming it to activate abilities. Going forward, we're considering doing a deeper dive into how these more generalized energy bars can be expanded upon.

Of course, our efforts won't be limited to energy bars alone — this is just one area we're exploring.]

BPP: 战斗展望:突破「底层代码」, 对战斗体验进行深入挖掘

[Combat Outlook: Breaking through the "underlying code" to deeply refine the combat experience.]

Y: 我们诉求的核心还是说对后续的核心战斗体验的一些变化一些升级去做相对大胆的尝试

[At the core, what we're aiming for is to make bold attempts at evolving and upgrading the core combat experience moving forward.]

B: 所以我可以这样理解未来会围绕让游戏的作为动作游戏的玩法机制的丰富只要是以此为目标的话是有可能在对之前的基础规则也是会有这种像极限技(终结技)这样的这种程度的改变的是

[So can I understand it this way — that in the future, as long as the goal is to enrich the gameplay mechanics as an action game, there's a possibility we'll see changes to the core systems on the same scale as the Ultimate Skill (Finisher) overhaul?]

Y: 我觉得量级这件事情其实是这评判标准是交给玩家的但对我们来讲就是说对基础规则的一些优化或者修正甚至说就是突破这些事情我们都是会持续去做的毕竟也是一个动作导向的游戏这块核心体验这部分的我觉得挖掘是我们一直以来是需要做的事情

["I think the scale of such changes is ultimately something for the players to judge. But for us, whether it's optimizing or refining the core mechanics — or even breaking through them entirely — these are things we'll continue to work on. After all, this is an action-oriented game, and digging deeper into that core gameplay experience is something we've always seen as essential.]

B: 对于未来的话也可以感受到《绝区零》团队随着经验的积累然后确实《绝区零》也能越来越好我自身也是会有这样的期待然后还有就是像这次的1.6版本的加入了[追加攻击]的这些机制可以感受到它就不像单纯的就是随着版本更新角色新一代代替老一代而是一个机制性的充实

[Looking to the future, you can really feel that the ZZZ team, with the accumulation of experience, will continue to make the game better. I personally also have high expectations for this. Also, with the addition of the [Aftershock] mechanics in the 1.6 version, you can feel that it's not just about replacing the old generation of characters with new ones as the version updates, but rather a more substantial addition in terms of mechanics.]

BPP: 战斗展望:战斗体系拓展, 提升更多角色存在感

[Combat Outlook: Expanding the combat system to enhance the presence of more characters.]

Y: 对于[追加攻击]设计的出发点其实我们是会观察到我们角色本身是其实会并且这些定位一定程度上会影响这个角色本身的驻场时间针对这件事情我们又希望玩家能够尽可能的还是感受到角色的比如说魅力或者说他的那些动作表演所以说针对那些在定位上或者它的输出窗口功能性上更偏后场的角色我们其实就像1.6的[追加攻击]一样我们尝试用了一套新的方案去不破坏现在的就是基础站场角色的输出循环的情况下去强化后台角色的一些存在感

[The design intention behind the [Aftershock] mechanism is actually based on our observation that the role and positioning of a character can impact their time on the battlefield. With this in mind, we wanted players to still feel the character's charm or their action performances. Therefore, for characters whose role or output window is more focused on the backline, similar to the [Aftershock] in version 1.6, we attempted to implement a new solution. This was done without disrupting the output cycle of core frontline characters, while strengthening the presence of backline characters.]

B: 确实像露西这样的角色就很偏后场上场放一个特殊技或者放一个「大招」之后就退场了就很难再有上场站场让大家能看到她各种动作的机会

[Indeed, characters like Lucy are very much focused on the backline. After they use a special skill or an 'ultimate move' and then retreat, it's difficult to get another chance for them to be on the field, allowing players to see all of their actions.]

Y: 没错 确实存在这样的问题一部分角色他体现他角色完整魅力的这个时间点和本身的输出最高光的时间点他是有些时候是不能够完全对得上的

[That's right. This is indeed a problem. For some characters, the moment when their full charm is showcased and the moment when their output peaks don't always align perfectly.]

B: 站场时间不够他秀一秀

[Insufficient on-field time to show off, essentially.]

Y: 那能不能让这个角色站场时间再久一点因此我们在第二季中我们想了这样的一个想法它也是基于现在1.6的就是这套追击体系的我们会想比如说让代理人在被切换至后场的时候依然可以留在场上这个好处就是很显然的玩家的旧的操作习惯对眼前战场的关注度还是依然是高的然后又能够提升小队其他角色的一些存在感和价值

[Can we extend this character's on-field time? Therefore, in the second season, we came up with this idea, which is based on the current 1.6 chase system. We would like to allow agents to remain on the field even when switched to the backline. The obvious benefit of this is that players' old habits of focusing on the current battlefield still remain strong, while also increasing the presence and value of other characters in the squad.]

B: 其实我玩《绝区零》最喜欢干的事情就是虽然说是有一些打法可能会要打断连携技然后反复让同一个人上场比如说伊芙琳的玩法但是我就虽然知道这样最大化输出但是我就不会这样用因为我更喜欢看大家一起上场起打的这种画面

[Actually, the thing I enjoy most about playing ZZZ is that, even though some strategies may involve interrupting combo attacks and repeatedly bringing the same character back on the field, like with Evelyn's gameplay, I don't use that strategy even though I know it maximizes output. I just prefer seeing everyone come on the field and fight together, creating that kind of team action.]

Y: 其实我觉得玩家既然拥有一个小队他肯定是希望每个小队里面的角色他们能够各司其职的当然刚刚分享的一些东西可能是一些非常初期的想法具体后面的落地的话我们还会根据一些我们测试的反馈或者说我们设计的过程去做一些迭代和优化

[Actually, I think that since players have a team, they definitely want each character in the team to play their role. Of course, some of the ideas shared just now are very early concepts. When it comes to the actual implementation, we will still make iterations and optimizations based on testing feedback and our design process.]

B: 那方向会是往这个方向上走

[So, this is the path the direction moving towards?]

Y: 对的

[Yes.]

B: 说到提高角色存在感的同时还有一个比较重要的就是敌人不光是我方的敌人也是一个很(重要)尤其是boss战的设计我们聊回到战斗机制本身小y老师 在未来的时候会有一些什么样的变化

[When it comes to enhancing character presence, another crucial aspect is that enemies—not just our own forces—are also vital elements, especially in boss battle design. Returning to the combat mechanics themselves, Teacher Xiao Y, what kind of changes can we expect in the future?]

Y: 其实我们会觉得跟敌人最重要的还是跟比如说boss或者某个特定敌人的一种交互而过去我们觉得稍微有一些有些问题的地方是比如说要么在场的敌人的那种压迫感太强比如说两只精英(怪)两只boss同场导致玩家他只能闪避对吧他的输出窗口非常的短要么就是比如说一面倒玩家的比如说他的移动性能或者他闪避能力完全超过了boss并且可能他的一些招式的打断性能也非常的强基于现在的一些boss体验我们想强调的一个点是我们后面可能会强调进一步的如果说boss战的话跟他交互感对boss可能会通过某种特殊的机制去强化自身给到玩家更强的压迫感的同时它又不是那种完全依赖于比如说两个或者三个精英(怪)同时在场的那种无差别的压倒

[We actually think that the most important aspect of interacting with enemies, especially bosses or certain specific enemies, is the way they engage with the player. In the past, we felt there were a few issues, such as sometimes the pressure from enemies on the field being too strong—like having two elite enemies or two bosses at once, which forces the player to only dodge and leaves their output window extremely short. On the other hand, sometimes it's one-sided, with the player's mobility or dodging ability far surpassing that of the boss, and perhaps their ability to interrupt the boss's attacks is also too strong.

Based on our current boss experiences, one point we want to emphasize moving forward is that, in future boss fights, we plan to further enhance the interaction with the boss. Bosses may have some special mechanisms to strengthen themselves, creating a stronger sense of

pressure for the player. However, this will not be purely reliant on having two or three elite enemies on the field at once, which results in a one-sided, overwhelming experience.]

Interjecting B: 混乱的一个场面玩家无法控制的这种

[A chaotic situation where the player has no control, essentially.]

Y: 对就是这种相对混乱的这样一个场面所以说我们过去确实做了一些所谓的上难度的这样的
一个尝试最后我们回归到一个点上还是会觉得有难度的boss战或者有体验的boss战还是得做
有交互感受的一些东西对然后基于交互感受我们可能会也强化一下对应的一些特定的手段举
个例子之前的「弹刀」对吧其实是一种跟boss能够或者说在boss比较有输出欲望的时候能够跟
boss进行交互的一种体验我至今都记得我们第一个相对有压迫感的boss死路屠夫第一章的最
终boss其实死路屠夫在最早的时候你跟它单对单或者说你小队挑战它的时候它能给到你的压
迫感的尺度是在一个我个人认为还算是一个比较平衡的一个体验上对的当然玩家玩我们游戏
可能一段时间过后但是本身其实还是基于那种见招拆招然后基于这样的一个体验去做深boss
这一块的东西

[Yes, it's this kind of relatively chaotic situation where the player has no control. So, in the
past, we did try to increase the difficulty, but eventually, we came back to the point where we
feel that challenging boss fights, or boss fights that provide a meaningful experience, need to
have interactive elements. And based on that interactive experience, we might enhance
certain specific mechanics. For example, the "Deflect" mechanic was designed as a way for
players to interact with the boss, especially when the boss is more aggressive. I still
remember our first boss with a strong sense of pressure, the "Dead End Butcher" from
Chapter 1. In the early version, when you fought it one-on-one or with your squad, it
provided a sense of pressure that I personally felt was fairly balanced. Of course, players
may eventually become more accustomed to the game, but at its core, it's based on a
"counter move" experience, and we aim to continue developing that experience for bosses.]

B: 但是说起来的话 boss越强难度上升其实也不是所有玩家都能「吃」得下去的东西

[But that being said, the stronger the boss, the higher the difficulty, and not all players will be
able to handle that level of challenge.]

Y: 对的因此我们其实考虑这件事情并不是去抬boss难度而是针对现在玩家诉求的某种交互体验去把它做得更好是指在就相对合理的出招频率之下玩家能够跟boss更好地互动有些boss可能是偏简单的有些boss是可能偏难的但我们后面是诉求寻找一种平衡点这个平衡点是指这些boss能够在一定的范围之内针对不同的水平的玩家他都有一定的体验

[Exactly. Therefore, our consideration is not to increase the boss difficulty, but to improve the interactive experience based on current player feedback. The goal is to allow players to interact better with the boss within a reasonably paced attack frequency. Some bosses may be simpler, while others may be more difficult, but our aim moving forward is to find a balance. This balance means that these bosses should offer a suitable experience for players of different skill levels within a certain range.]

B: 战斗展望:丰富boss特殊招式

[Combat Outlook: Enriching Boss Special Moves.]

Y: 另外一方面是我们可能会尝试增加一些boss特殊招式然后这些特殊招式本身是能够跟玩家之间形成某种层面的比如说counter(反制)或者互动的

[On the other hand, we may try to add some special moves for bosses, and these special moves will be designed to create some level of counter (reversal) or interaction with the player.]

BPP: 战斗展望:加强战斗中与敌人间的互动

[Combat Outlook: Strengthen interactions with enemies during combat.]

Y: 我举个例子比如说我们最早是有黄光招和红光招的这个你有印象吧对对对黄光招意味着你可以把它「弹刀」弹掉或者说你可以极限支援把它闪掉红光招的话这些招式其实你是只能通过只能闪避按下闪避之后才能够去躲开的这件事情其实我们自己内部聊下来还是有一定做的空间一方面是目前现在的就角色性能它其实是在变强的然后另外一方面其实也是说在这套规则运行了可能一年左右之后我们也会觉得玩家在这件事情上有一定的新的体验的诉求boss设定

我们之前可能都是以比如说剧情流程的方式或者剧情的体验的方式去推给玩家的这一次我们可能会考虑甚至不只是boss让一些boss或者一些精英(怪)他在我们的关卡当中有一些跟关卡交互的一些机制这些机制不管是能够对boss进行强化还是说这机制能被玩家利用去针对这些boss这些东西是本身能够进一步强化敌人和他对抗的体验的所以我们说 不管是敌人个体本身的战斗体验上的交互还是说敌人在关卡内的这种交互我们都是希望能够做一些尝试和进步的

[I'll give an example: for instance, we originally had yellow and red light attacks, which you might remember. Yellow light attacks meant you could "perfect assist" them or dodge them using extreme mean. For red light attacks, you could only dodge by pressing the dodge button to avoid them. After discussing this internally, we realized there was still some room for improvement. On one hand, character abilities are becoming stronger, and on the other hand, after this rule has been in place for about a year, we believe players have new expectations for this experience.

Previously, our boss setups were primarily pushed to players through story progression or narrative experiences. This time, we might even consider allowing some bosses or elites to have interactive mechanisms within the levels. These mechanisms, whether enhancing the bosses or being used by players to target these bosses, will strengthen the experience of fighting these enemies. So, whether it's the combat interaction with individual enemies or the interaction between enemies and the level itself, we're hoping to make some attempts and improvements in these areas.]

B: 那前面除了刚才说到像战斗方面还有些什么新的东西能给我们透露透露

[Apart from what we've discussed about combat, are there any other new things you can reveal to us?]

Y: 刚关于「航天城」这个关卡体验刚其实不仅是战斗我提了一下关于boss或者敌人跟关卡有一定联动的这样的一些机制玩法这部分内容我们其实会在「航天城」当中相对着重地去做然后以及我们之前的关卡可能都是一个碎片化的一关接一关一关接一关的或者相对线性的一个东西这一次的「航天城」我们是希望能够里面能够承载更多的探索体验早先我们也提到过「随便观」那个系统我不知道谷歌老师有没有印象对吧

[Earlier, when we talked about the "Aerospace City" level experience, it's not just about combat. I mentioned mechanisms where bosses or enemies interact with the level itself. This aspect of gameplay will be a key focus in "Aerospace City." Additionally, previous levels were relatively fragmented, one level following another in a linear fashion. This time, with "Aerospace City," we want to incorporate more exploration elements. Earlier, we also mentioned the "Suibian Temple" system—I'm not sure if you remember, Mr.Google?]

B: 「赛博算命」

[Cyber fortune telling.]

Y: 对还有「赛博算命」对吧

[Yes, there is also "cyber fortune telling", right?]

B: 我猜一猜那个「算命」会不会是那种「今日不宜进空洞」什么这种

[Let me take a guess— Could this "fortune telling" be something like "Today is not a good day to enter the Hollow" or something like that? **Blackgoogle started laughing at his own joke**]

Y: 有可能

[It's possible.]

B: 有可能

[Possible. **laugh**]

B: 接下来到哪个版本像你说的这些内容会给我们带来

[Which version will bring us the content you mentioned?]

BPP: 更多内容,锁定2.0前瞻

[More content, stay tuned for the 2.0 preview]

Y: 具体的话我觉得我们可以期待一下后续的比如说2.0的具体的前瞻甚至更往后的一些版本的宣发

[Specifically, I think we can look forward to the upcoming 2.0 preview and even the promotional announcements for future versions.]

B: 确实就是基本就锁定2.0

[Indeed, it's basically locked in for 2.0.]

Both of them: 锁定2.0 锁定2.0

[Locked in for 2.0. Locked in for 2.0.]

B: 我该把我之前准备的问题也该抛出来了.像之前我在这个社区里面跟大家交流的时候有一个比较明显的就是1.4的时候叫应该是「(直到)苍白荒秽之地」对吧.大家觉得好像是一个新的模式但是玩起来的时候好像又总觉得差点意思然后还有单独拆出来的「走格子」的「断层之谜.之前不是战斗和「走格子」相互打断 然后把它们两个单独拆分出来以后一个是纯战斗一个是纯粹「走格子但是好像这两个的效果也没有预期的那么好.能跟我们说说这方面的

[I should also throw out the questions I prepared before. For example, when I was communicating with everyone in this community before, there was a more obvious one. In 1.4, it should be called "Into the Pale Waste Land", right? Everyone thinks it seems to be a new mode, but when playing it, it always seems to be lacking. And there is also the "Mystery of the Fault" that was separated out separately for "walking on the grid"/TV Mode. Before, combat and TV Mode interrupted each other, and then after they were separated into two separate ones, one is pure combat and the other is pure "walking on the grid", but it seems that the effects of these two are not as good as expected. Can you tell us your thoughts?]

Y: 这肯定是我们有一些内部的讨论的对.确实有一些活动我们是在做一定的玩法上的尝试尝试和调整对调整因为活动的话它其实一定程度上是我们更有把握去做的它不会像某些大型玩法一样它上来就铺得很大对吧我们对每个玩法活动都是尽力的不管是时间还是说一些客观条件上来讲我们没有把所有的东西都做到一个非常理想的这样的一个水平我们项目组的同学他除了是开发者以外其实大家都是《绝区零》这款产品的很深度的用户自己做的游戏自己也玩对呀 自己做的游戏肯定是你得好好玩的我们自己其实也是耿耿于怀的其实我看到社区玩家也会讨论比如说活动每次都开放一点点之类这样的投放节奏的问题嘛我们也会去积极地探索一下对活动这件事情我们是不是可以做得更自由一点它的投放节奏不是像每天出一些挤牙膏对而是说它有一些更自然的对吧手段去替代掉所谓的「挤牙膏」的这种投放节奏当然我们毕竟是一款长线运营的游戏我们对自己做得不好的东西是可以时常地总结和提炼去改正的这是比较幸运的地方我们《绝区零》的玩家其实对我们是非常有耐心的我们也很感谢大家我们还是尽可能地会把这些东西都尝试去做好这些做好这个方向其实也分为几个点吧

[This is definitely something we have discussed internally. Indeed, there are certain activities where we are making attempts and adjustments in terms of gameplay. For events, we are more confident in handling them to some extent. They are not like some large-scale gameplay modes that start off on a huge scale, right? We put in our best efforts for every activity, whether it's in terms of time or objective conditions. We haven't managed to reach an ideal level for everything. The members of our project team, are also deeply involved users of the game ZZZ. We make the game and we also play it ourselves. After all, a game you create has to be enjoyable for you too. Honestly, we are still a bit concerned about it. I've seen players in the community discuss things like how events are released bit by bit, and the pacing of releases. We are actively exploring whether we can make event releases feel more free and natural, rather than just pushing out small bits every day in what feels like 'squeezing toothpaste.' We want to find more natural ways to release content instead of sticking to that 'toothpaste-squeezing' rhythm. Of course, we are running a long-term operation game, so we can constantly reflect on and improve things we haven't done well. That's one of the fortunate things. ZZZ players are very patient with us, and we're really grateful for that. We'll still do our best to make improvements and try to get everything right. This direction can be broken down into several aspects.]

{The toothpaste analogy is what CN use to describe “snail pace”}

B: 最后总结总结我们前面已经对未来的展望

[And finally, to summarize what we've already said about the future.]

BPP: 持续推出高质量玩法, 优化评价一般的老玩法

[Continue to launch high-quality gameplay, Optimize the old gameplay with average reviews]

Y: 首先我们肯定会推出其次对线上评价一般的一些老的活动玩法我们也会持续进行调优对一些存在游戏内的老的一些活动玩法我们还是希望能够维持它的质量的另外一件事情我觉得我们值得提一下的关于这个活动玩法整体量的分布问题比如说战斗类的休闲类的, 交互玩法跟代理人情感相关的这一类的整体的配比我们也会再重新审视一下

[First, we will definitely release it. Secondly, for some older event gameplay that has received average online feedback, we will continue to make adjustments. For older events and gameplay within the game, we still hope to maintain their quality. Another thing I think is worth mentioning is the overall distribution of event gameplay, such as the balance between combat, casual, interactive gameplay, and agent-emotion-related content. We will reassess the overall distribution and balance of these aspects.]

BPP: 核心动作内容保质保量,持续投放

[Core action content will be delivered with quality and quantity, continuously.]

Y: 刚刚在聊战斗相关的内容的时候其实我们说我们比较坚定地想做一些还是有一定动作体验的东西基于这一点的话我觉得战斗的内容量其实还是得保证的可能也是我们那个时候可能会相对保守一些估计战斗玩法它没有拓展到那么有想象空间所以说这块的量还是相对有限的对也就是说玩家可能会说我们现在怎么版本活动小游戏居多对

[When we were discussing the combat-related content earlier, we mentioned that we are quite determined to focus on providing a solid action experience. Based on this, I think the content volume for combat still needs to be ensured. At that time, we might have been a bit

conservative, and we probably underestimated how much potential combat gameplay could have, which is why the amount of content in this area was relatively limited. This also explains why players might feel that currently, there are more version events and mini-games.]

BPP: 探索更多休闲玩法,趣味持续加码

[Explore more casual gameplay, continuously increasing the fun.]

Y: 确实是在另外一部分比较重核心的那部分还没有做上来对于休闲玩法的尝试我们肯定还是会持续去做的比如说那些玩家是比较喜闻乐见的一邦布小玩法 1.4版本的邦布塔防」1.5版本的「邦豆人」对这些玩法其实上线之后广受好评就看得出来大家还是挺喜欢邦布这个东西的所以以此为基础我们想要做一些更不一样的东西比如说我们会想要做一个让玩家操作巨大邦布战斗的这样的一个玩法以及我们也希望玩家能够比如说控制邦布或者给邦布指令然后让邦布之间进行对战

[Indeed, we haven't fully developed the more core-focused aspects yet. For the casual gameplay attempts, we will definitely continue to explore them. For example, the "Bangboo" mini-games that players really enjoy, like "Bangboo Tower Defense" in version 1.4 and "Bangboo Beans" (aka Bangboo Fall Guys) in version 1.5, have received widespread praise after their launch. It's clear that players really enjoy the Bangboo concept. Building on this, we want to create something even more unique. For instance, we are considering a gameplay mechanic where players control a Giant Bangboo in battle. Additionally, we hope to let players issue commands to Bangboo and have them fight against each other.]

BBP:「就决定是你了」

[I choose you!]

B:「就决定是你了」

[I choose you!]

Y:「就决定是你了」

[I choose you!]

{Both laugh at their Pokemon reference}

Y: 我们会认为玩家其实对于邦布可爱的东西就始终是时常想见的对吧更重要一些的可能就是我们的那些代理人我们会增加更多的代理人之间与玩家之间的互动还有叙事在主线之外的那一面也是希望通过活动的方式去有所呈现比如说光映广场内的电影院 火锅店这些东西我们都是会在推出功能点的同时也允许玩家和代理人一同前往虽然说我们2.X版本可能是以「卫非地」的或者「航天城」这些内容为主要舞台但也不意味着相对日常的那一部分在光映广场的那些都市体验我们就会放弃掉

[We believe that players always enjoy the cute and charming aspects of things like Bangboo, right? More importantly, we plan to increase the interactions between our agents and the players, as well as the narrative outside of the main storyline. We hope to present this through activities. For example, places like the cinema and hotpot restaurant in Lumina Square will allow players to visit alongside the agents. While the 2.X versions might focus on new content like "Waifei Peninsula" or "Aerospace City," it doesn't mean that the more everyday aspects, like the urban experiences in Lumina Square, will be neglected.]

BBP: 持续更新已有地块内功能玩法内容

[Continuously update the functionality and gameplay content within existing areas.]

Y: 我们也不希望就是说会产生这样的一种印象就是我们更新了一个新的地块那这个新的地块以外的其他的都是无关紧要的因为毕竟其实我们这个游戏里面还是有我们的铃和哲生活的那一面那这生活的那一面它更多是在六分街在光映广场 在新艾利都的那些街角里面有所呈现的那生活那一部分我们觉得我们做得还没有那么尽善尽美所以因此我们还是会持续维护那个光映广场里面那些店铺

[We also don't want to create the impression that once we update a new area, everything outside of that new area becomes irrelevant. After all, our game still features the everyday

life of characters like Belle and Wise, and that aspect of life is more prominently shown in places like Sixth Street, Lumina Square, and the corners of New Eridu. We feel that we haven't perfected this "life" aspect yet, so we will continue to maintain the shops in Lumina Square.]

B: 「事里事外都是家 手心手背都是肉」

["Everything inside and outside is home, both the palm and the back of the hand are flesh."]

{This is a Chinese expression that conveys the idea of treating everything as equally important or showing care and affection towards all aspects, whether they are internal or external.}

Y: 对的对的我们也不希望玩家产生那种对某个地块有那种过气的感受对吧除非我们做到一个非常极致的这样的一个标准下了但是我们其实现在还远远没有到达这样的一个标准

[Yes, that's right. We don't want players to feel like a certain area has become outdated, unless we can achieve an extremely high standard. But honestly, we're still far from reaching that level right now.]

B: 其实上次咱们面对面说的东西基本都兑现了那这个其实也说了很多在设计层面上的一些构思有没有针对玩家喜好的活动方面还有什么针对玩家喜好的一些东西好像是不是抛出的问题有点多会不会觉得负担很重

[Actually, most of what we discussed in our last face-to-face meeting has been realized. We've also talked a lot about some design ideas. Are there any activities or features that specifically cater to players' preferences? It seems like I've thrown out a lot of questions—do you feel like it's a bit overwhelming?]

Y: 这个没有这个我觉得是应该回答的其实我看到之前活动反馈玩家会说这些东西有些东西是小游戏它和我们的代理人关联不大对吧所以因此以此为契机我们后面的活动玩法我们希望能够跟代理人的关联更大一些比如说1.3版本莱特模版战斗

[This is not the case. I think this should be addressed. Actually, from the feedback on previous activities, players have mentioned that some of the mini-games don't have much connection to our agents, right? So, taking this as an opportunity, for future activities, we hope to make the gameplay more closely related to the agents. For example, the Lighter Sidescroller battle in version 1.3.]

B: 莱特战斗特别喜欢

[The Lighter Sidescroller battle is especially loved]

Y: 对就换了一个视角但是我还是聚焦在角色和战斗上的以及1.6版本有些新的3C体验的「振机」的射击玩法但那些内容它其实是我们的一些初步尝试和它关联的系统或者说相关的叙事或者整体的结构它是相对简单的后续针对代理人相关的一些特色性的内容不管是3C或者说那些比较趣味性的横版战斗我们会做进一步地强化

[Yes, it just changes the perspective, but it's still focusing on the characters and combat. Additionally, in version 1.6, there are new 3C (Character, Controls, Camera) experiences like the "Vibration" shooting gameplay. These are actually our initial attempts, and the systems, related narratives, or overall structure are relatively simple. In the future, we will further enhance the unique features related to agents, whether it's in 3C or more fun side-scrolling combat elements.]

BPP: 以代理人为核心设计活动内容, 提升游戏体验

[Design activities centered around agents to enhance the game experience.]

Y: 我们还是会以代理人为核心去构筑一些我们游戏内的有吸引力的活动内容大概是这样一个思路对并且我们也保证尽可能地和战斗内容取得一定程度上的平衡

[We will continue to focus on agents as the core to build attractive in-game activities, and the general idea is to ensure a balance with the combat content as much as possible.]

B: 说起来《绝区零》这个游戏还真是挺神奇的因为战斗手感做得特别好所以就只是换了个视角从莱特的侧面的街机的横版还是说俯视的视角玩起来都体验都会大不一样而且这个也很期待后来可能就光是视角都能整出很多花样

[Speaking of which, ZZZ is quite a remarkable game because the combat feels so good. Just by changing the perspective—from the side-view arcade-style of Lighter to the overhead view—the experience feels completely different. I'm really looking forward to seeing how just changing the perspective might lead to even more creative variations later on.]

Y: 刚想分享的其实也不仅是视角因为其实你看「扳机」她是做了一些动作变化的对蹲在那边拿着一把枪对吧对应的不同的训练场里面的不同的目标去完成这样的一个任务对吧其实已经有一些动作体验上的变化了刚刚聊到了一个动作性这些事情就是战斗内其实玩家是非常关注动作性的我们会觉得其实在活动玩法里面其实玩家可能也有一些这样的诉求他不一定是那种非常严肃的战斗对吧他可能是跟角色本身的一些个性网 演出啊或者其他东西有关的

[What I wanted to share is actually not just about the perspective, because if you look at Trigger, it also involves some changes in movement, right? Like crouching there with a gun, completing tasks in different training areas with different targets. There have already been some changes in the movement experience. We just talked about action-oriented elements—players are very focused on the dynamic feel of combat. We believe that in event gameplay, players might also have similar demands. It might not necessarily be serious combat; it could relate more to the character's personality, performance, or other aspects.]

B: 就等于是围绕代理人的设定本身在设计一个玩法活动

[It's essentially designing a gameplay activity centered around the agent's character.]

Y: 没错

[That's right. *nod*]

B: 感觉说的都还是挺不错的但是我觉得还不够还有吗

[It sounds pretty good, but I feel like it's not enough. Is there more?]

Y: 你是魔鬼吗

[Are you the devil? *laugh*]

B: 要不接下来一个尖锐的问题 老角色其实大家也确实是探讨度很高很重视的一个问题就是关于老角色就是因为游戏的新机制的加入以后老角色跟不上新的机制然后很多效果也发挥不出来就是这种状况让玩家没有办法把自己之前喜欢的角色能运用上关于这方面的情况未来会有什么做法吗

[How about a sharp question next? The issue of old characters has been a highly discussed and important topic. With the addition of new game mechanics, old characters are unable to keep up with the new system, and many of their abilities are not being fully utilized. This situation makes it difficult for players to use the characters they previously loved. What are your plans regarding this in the future?]

Y: 其实我们对于老角色的长期价值是非常在意的因为我们知道我们推出一个角色他本身又会有很多玩家会喜欢他嘛包括其实我们这个动作游戏你完成一定程度练习比如说某些角色能够构成所谓的连拱之后你其实是相当有成就感的希望能够长期用一用对吧因此我们制作组对它态度是希望能够给到老角色在将来有进一步发挥他空间的这样的一个价值这个价值其实也不会局限在单纯的比如说某种层面的技能强化 数据强化上我们在针对老角色做一些比如说补充性的设计的时候我们会考虑到老角色本身的比如说一些机制体验以及更重要的是他在后续版本的一些就业体系

[We are actually very concerned about the long-term value of old characters because we know that when we release a character, many players will like them. Especially in an action game like ours, after practicing to a certain level, certain characters can achieve things like combo chains, which gives players a great sense of accomplishment and the desire to continue using them. Therefore, our team's attitude towards this is to ensure that old characters have room to further showcase their potential in the future. This value won't be limited to simple skill or stat enhancements. When we design supplementary features for old characters, we will consider their unique mechanics and, more importantly, their potential role in future versions' employment systems.]

BPP: 补强老角色游玩体验,强化情感纽带

[Enhance the gameplay experience of old characters, strengthening emotional connections.]

Y: 这件事情我们是肯定会去做的因为我们知道我们这些角色也不仅仅就是数据对玩家来讲其实他也是很重要的伙伴

[We are definitely going to do this because we know that these characters are not just data; to players, they are also very important companions.]

Interjecting B: 会投入情感的

[We will invest our emotional effort onto them.]

Y: 对肯定是玩家会很喜欢很「厨」某个角色或者很会投入情感的甚至A级角色也是的所以说我们还是希望能够在新的艾利都的各个角落在战斗中在主城中能够让玩家和对应的角色之间的互相陪伴能够再多一点甚至我们觉得对于一些老角色来讲有些时候他的情感和玩家之间能不能再进一步我们也会在将来去考虑的

[Yes, players definitely form strong attachments to certain characters or invest a lot of emotion into them, even for A-rank characters. Therefore, we still hope to allow players to have more opportunities for interaction and companionship with the corresponding characters, whether in battles, in the main city, or in various corners of New Eridu. Additionally, for some older characters, we are considering in the future whether we can deepen the emotional connection between them and the players.]

B: 其实主要说的还是就是说在战斗层面。让他们能出场机会能更多其实我自己玩的时候有体验「危局强袭战」。会有三个不同的boss然后三个boss的机制会不同这样的话就可以把之前老角色的性能也能在那个模式下发挥出来但是就觉得这个还远远不够在之前1.4的时候出现的新的空洞探索里面角色会有一些衍生招式就像之前承诺说的这些东西都是但是其实整体的每次有一个新的机制新的比如说新的角色推出新的机制的时候老角色就会跟不上

[The main issue we're addressing is still related to the combat aspect. We want to give older characters more opportunities to appear and be used in the game. When I played "Deadly Assault," for example, there were three different bosses, each with unique mechanics, which allowed the older characters' abilities to be showcased in that mode. However, it still felt like this wasn't enough. In the new Hollow Exploration introduced in version 1.4, characters had some additional moves, as we promised earlier, but every time there's a new mechanic or a new character with new abilities, the older characters struggle to keep up.]

Y: 我觉得这个东西的话其实它牵扯到的面比较广首当其冲的其实就是我目前在游戏内能够给到玩家用不同角色的理由和动力类似于像「危局强袭战」这个玩法对吧它本质上是几个队伍你是都需要用他们击败对应的boss你是都需要用他们击败对应的boss才能够完成对应的条件的对不对但是这种类型的玩法它比较聚焦当期对我们可能后续的想法也是不仅仅去聚焦当期后续比如说难度更低一点的或者说更确信一点的东西当中也需要玩家让一些角色发挥他对应的价值这是其一其二是比如说不同角色跟角色之间的一些组队关联这些东西其实也是有一些优化空间的甚至对单个角色他在后续版本他的一些体验可能我们也是能够做出一些变化或者说做出一些升级来的

[I think this issue actually involves a wide range of factors. The first and foremost aspect is providing players with reasons and motivation to use different characters in the game. Take "Deadly Assault" as an example — essentially, it requires players to use different teams to defeat corresponding bosses, and only by doing so can they complete the objectives, right? However, this type of gameplay is relatively focused on the current phase. Our future plan isn't just to focus on the present but also to create opportunities where, even in lower difficulty or more casual content, players still need to bring out the value of different characters.

Secondly, there's the aspect of team synergy between different characters. There's definitely room for optimization there. We might also be able to make changes or upgrades to individual character experiences in future versions]

B: 说说可能具体一点最快的话什么时候会启动这些调整的计划呢

[When do you think the plans for these adjustments might start, and what would be the earliest implementation?]

BPP: 老角色体验加强已提上日程

[Enhancing the experience of old characters has been scheduled.]

Y: 数量和规模上我们肯定也会按照实际的目前的情况从第二季的某个节点上开始我们也会按照玩家心中就屏幕前大家心中想要的角色我们尝试会去推进一下但这个确实是一个行业里面的难题我们态度虽然是有的但是说这件事情做到一个什么样的标准我们可能还是得尽力去尝试

[In terms of quantity and scale, we will definitely start from a certain point in the second season, according to the current situation. We will try to push forward with the characters that players want, based on what they have in mind. However, this is indeed a challenging issue in the industry. While our attitude is clear, how to achieve a certain standard for this matter is something we will have to try our best to work on.]

B: 我们玩家跟着一路过来确实也相信《绝区零》团队是真的很认真地会去看待这些问题和去解决这些问题就像上次的节目上小y老师说的虽然不能满足所有人但是尽可能多地会满足大家的咱们这期节目这样说下来的话感觉大部分都是在聊未来的设计核心内容的方向跟咱们上期很具体地就是聊优化内容还是不太一样的

[The players who have been following along with us truly believe that the ZZZ team is genuinely serious about addressing and solving these issues. As Teacher Xiao Y mentioned in the last episode, although we can't satisfy everyone, we will try our best to meet as many people's needs as possible. In this episode, it feels like we're mostly discussing the direction of core design content for the future, which is quite different from last time when we specifically focused on optimization content.]

Y: 对我们会觉得现在单纯地做优化对现在《绝区零》来讲是不够的某种意义上来讲直面问题做一些优化肯定是需要一定的勇气的但是目前来说更重要的是我们需要一些更独特的内容更独特的高品质的内容能够形成我们的吸引力这样才是能够去革新用户的体验的

[Yes, we feel that simply focusing on optimization isn't enough for ZZZ right now. In a way, directly facing problems and making some optimizations certainly requires courage, but at this stage, what's more important is that we need more unique, high-quality content that can create our appeal. This is what will truly innovate the user experience.]

B: 这个说优化有很多种说完那个优化我们再说说另外一层意义上的优化

[There are many types of optimization. After we've talked about that type, let's move on to discuss another form of optimization.]

Y: 那我还是先提一些吧更多内容我们还是留到后面2.0的前瞻去跟大家分享

[I'll go ahead and bring up a few points first. We'll save more content for the 2.0 preview to share with everyone later.]

B: 还卖个关子

[Still leaving us all in the dark!]

BPP: 优化UI、UE体验,增加小地图

[Optimize UI and UE experience, add a mini-map.]

Y: 也不能说卖关子吧然后在第二季中我们会调整UI交互的基础体验增加操作界面的小地图

[I wouldn't say we're keeping it a secret, but in the second season, we'll be adjusting the UI interaction experience and adding a mini-map to the control interface.]

B: 这个有提到过

[This has been mentioned.]

BPP: PC端手柄实现全面无缝热切

[The PC version will fully support seamless hot-switching between controller and keyboard.]

Y: 还有就是优化导航功能主界面的轮盘按钮也会有明显的迭代除此以外在第二季我们会实现手柄在PC端的全面无缝热切

[Additionally, we'll optimize the navigation function, and the main interface's wheel button will undergo noticeable iteration. Furthermore, in Season 2, we will implement full seamless hot-switching between controller and keyboard on the PC version.]

B: 喔~那这个对我还挺有用的因为我经常就是手柄玩然后每次进入那个游戏里面我还得要esc然后设置然后要切成手柄才那个什么那这个就很方便了

[Oh~ That's actually really useful for me because I often play with a controller, but every time I enter the game, I have to press ESC, go into settings, and switch to controller mode. This will make things a lot more convenient!]

Y: 我们在1.0版本开始就有对应的规划和调整一个版本一个版本地去做然后一点点地完成基建然后升级到现在虽然看上去好像每个版本端的料不多但是最后能够给玩家形成的体验还是积少成(多)还是能够

[Since version 1.0, we've had corresponding plans and adjustments, making changes version by version. We've been steadily working on the foundational aspects and upgrading them to where we are now. Although it might seem like each version doesn't have a lot of content, in the end, the accumulated experience for players will still be substantial.]

B: 就当是聚沙成塔

[Just like gathering sand into a tower. *laugh*]

Y: 对聚沙成塔的

[Yes, it's like "gathering sand into a tower."]

B: 这个热切 小地图虽然都是小功能确实是一路优化到现在这个变(挺多)要回头看因为我是从测试玩下来这个一路下来确实变化真的已经很大了

[The seamless integration and the mini-map, though small features, have really been optimized all the way to now. Looking back, having played through the tests, the changes have indeed been significant.]

BPP: 第二季「焕然一新」,敬请期待!

[Season 2 "A Fresh New Start," stay tuned!]

Y: 我们内部对于第二季的目标就是让《绝区零》在2025年焕然一新

[Our internal goal for Season 2 is to give Zenless Zone Zero a fresh new look in 2025.]

B: 焕然二新

[Twice as fresh!]

Y: 焕然二新

[Twice as fresh!]

{Because it's 2.0~

The phrase "焕然二新" is a playful variation of "焕然一新," which means "completely renewed" or "refreshed." The use of "二" here implies an even more significant transformation or improvement.}

Y: 因为从24年7月份上线开始到现在也差不多快要一年左右的时间了我们其实也经历了很长的一段旅程了但是对《绝区零》提供的内容或者体验它始终维持在一种比较好的标准之上我们这件事情是始终有追求的我们觉得对于一个长线运营(游戏)来讲持续进步 持续想要做好它才是最重要的虽然1.4之后《绝区零》确实在大家支持之下取得了一个不错的成果大家有了一定的信心项目组的同学们有了一定的信心但我们的脚步也不会因为这个结果就停下来了这次《策划面对面》也是希望能够在第二季前能够跟大家分享一下我们现在的一些对将来的一些规划聊一下我们现在的一些看法《绝区零》希望是能够在各个维度上都能够持续进化的所以在未来像是我们在升级的一些关卡体验其实这些东西我们在1.0(版本前瞻)的时候我就已经说过了对吧然后以及那些配套的系统活动方面的一些优化都是我们团队努力的方向

[Since the launch in 24th July 2024, it's been nearly a year now, and we've really gone through quite a journey. However, the content and experiences provided by ZZZ have consistently maintained a high standard. This has always been our goal. We believe that for a live service game, continuous progress and always striving to improve are the most important aspects. Although since version 1.4, ZZZ has achieved great results with everyone's support, boosting confidence for both the players and the team, our progress won't stop there. This Developer Face-to-Face session is meant to share our plans for the future and discuss our current thoughts before season 2. ZZZ aims to continuously evolve across all dimensions, so in the future, aspects like upgrades to level experiences, systems, and activities will be areas we keep working on. We've already mentioned these ideas back in version 1.0, and our team will continue to work hard toward these goals]

B: 我们作为玩家日常担心你们的发际线上面也基本都提到了要改进的方向也知道肯定不会仅限于此一个是玩家能想到的再一个就是玩家想不到的你们也会做了很多我们玩家也确实怎么样「吃」得很好「吃」得也很开心不过话说回来作为玩家我们该提的还是要提该问的还是要问经过这么多版本更新下来也确实感受到小y老师还有团队确实有听取玩家的意见还有确实自己也有玩自己的游戏还有确实自己也有玩自己的游戏都有在改进

[As players, we worry about your hairline every day. *Y looked at the ground after that* We know that these efforts will definitely go beyond just what the players can think of; there are things we might not even expect, and you're working on those too. We, as players, are really satisfied with how we're "enjoying" the game and having a great time. But that being said, as players, we still need to voice our concerns and ask the questions that need to be asked. After so many version updates, we really feel that Teacher Xiao Y and the team are listening

to the players' feedback, and you're not only playing your own game but also continuously improving it.]

Y: 其实我们一直以来都是非常愿意去倾听玩家的意见的但是我们也觉得玩家除了希望我们在优化层面上来讲做得更好以外我觉得一定程度上也希望《绝区零》能够找到自己的一条独特道路所以说我们会尝试去挖掘《绝区零》现在已有的一些可能形成差异化的内容但最重要的是我们还是持续地想要把现在的一些核心体验做好的我们会去尽力突破也感谢大家一直以来的支持我们会持续努力

[We have always been very willing to listen to players' feedback, but we also feel that, beyond wanting us to improve on the optimization front, players also hope that ZZZ can find its own unique path. Therefore, we will try to explore some of the existing content in ZZZ that could differentiate it. However, the most important thing is that we still want to continuously improve the core experience. We will strive to push forward, and we thank everyone for their ongoing support. We will keep working hard!]

B: 我觉得这次带的这些问题还是不够尖锐下次我会准备一点更那个什么一点的问题。要提前做好心理准备就看接下来之后的表现了

[I think the questions I asked this time are not sharp enough. I will prepare some more specific questions next time. Be mentally prepared and see how you perform in our next meeting~]

Y: 那肯定的我觉得不管是谷歌老师还是其他玩家对于《绝区零》有一些新的看法或者新的一些想法就用各种渠道跟我们反馈或者跟我们交流我们都是非常欢迎的我们都是非常欢迎的以及在《绝区零》运营的过程中除了我们最基本的它有的东西我们去做出以外刚刚也提到了反复在说的我们也是希望能够做出一些有差异化的不一样的东西这些东西都需要玩家去支持我们也会尽力去做好

[Of course! I believe whether it's Mr.Google or other players, if they have new perspectives or ideas about ZZZ, we welcome them to share and communicate with us through various channels. We are always very open to it. Additionally, throughout the operation of ZZZ, besides the basic elements that we need to deliver, as mentioned earlier, we also hope to

create some content with uniqueness to it. These things require player support, and we will do our best to make them happen.]

B: 非常感谢能听到小y老师给我们分享这些我们这期的节目也差不多到这了我们这期的节目也差不多到这了不过不管是什么时候我一定还是会带着玩家们的尖锐的问题我一定还是会带着玩家们的尖锐的问题希望小y老师做好心理准备

[Thank you so much for sharing all of this with us, Teacher Xiao Y. Our episode is almost coming to an end. However, no matter when, I will definitely bring more of the players' tough questions. I hope Teacher Xiao Y is mentally prepared!]

Y: 当然问题这个东西我个人觉得还是越多越好因为它除了帮助我们鞭策我们能做得更好以外就是另外一部分也是在帮助我们补充玩家侧的一些视角因为我们毕竟也只是一个《绝区零》的玩家虽然我们是设计者也是需要更多的一些分享和思考的

[Of course, I personally believe that the more questions, the better. Because besides helping to push us to do better, it also helps us fill in some of the players' perspectives. After all, we are also players of Zero Zone, and although we are developers, we still need more sharing and reflection.]

B: 那么我们这期的《策划面对面》差不多就到这里啦差不多就到这里啦

[Well, that's about it for this episode of "Planning Face-to-Face." We're wrapping up here.]

Both of them: 感谢拜拜

[Thank you! Bye bye!]

FIN

Fun fact: Xiao Y's name. Xiao means "little", but when used with people's name it becomes a more friendly term and has less distance between them. So Xiao Y is really just Little Y~