

《国产游戏《黑神话：悟空》火爆全球 中国文化“出海”绽放魅力》

由游戏科学工作室开发、以中国神话为背景的国产首款大型3A游戏《黑神话：悟空》近日上线，在全球游戏市场引发一场“中国风潮”，吸引无数玩家和全球媒体关注。



图片来源：新华社

"'Black Myth: Wukong' ... was being played on Wednesday by 2.2 million concurrent players on Steam, a major online gaming platform, a day after its release," Reuters reported on Wednesday.

路透社21日报道称：“《黑神话：悟空》……在发布一天后，在Steam游戏平台上的同时在线玩家数已突破220万。”

The video game, inspired by the ancient Chinese tale "Journey to the West," surpassed the popularity of other much-hyped single-player titles like Cyberpunk 2077 and Elden Ring, according to data tracker SteamDB.

数据追踪公司SteamDB称，这款以中国神话故事《西游记》为灵感的电子游戏的热度已超过《赛博朋克2077》、《艾尔登法环》等其他热门单机游戏。

"The success of the game shows that Chinese game developers have high-end development capabilities for AAA games and can compete with Western studios on the global stage," Daniel Ahmad, senior analyst at Niko Partners, was quoted by Bloomberg as saying.

彭博社援引美国游戏数据分析服务提供商Niko Partners高级分析师丹尼尔·艾哈迈德的话称，《黑神话：悟空》的成功表明，中国游戏开发商已具备开发高质量3A游戏的能力，足以在全球游戏市场中与西方游戏工作室一较高下。

Wukong, or Monkey King, is an iconic figure from "Journey to the West" -- a Chinese classic novel dating back about 500 years.

悟空是《西游记》中的主角之一，这部中国经典小说的历史可以追溯到大约500年前。

An interest in the ancient Chinese literature "Journey to the West" has been aroused among netizens and players.

网民和该游戏玩家对中国古代文学《西游记》产生了浓厚的兴趣。

"Chinese games like 'Black Myth: Wukong' embrace traditional cultural aesthetics. This might be refreshing after years of excessive cyberpunk styles and over-the-top colors. Few things are as rich and diverse as the traditional tales of ancient cultures," a X user, "LearningTheLaw," says.

国外社交媒体平台X用户“LearningTheLaw”写道：“《黑神话：悟空》等中国游戏正积极融入中国传统文化美学元素，这或许能为充斥着赛博朋克与夸张色彩的游戏世界，带来一种让人耳目一新的体验。古典文化中的经典故事是如此绚丽多彩，鲜有事物能与之媲美。”

The Time Of India newspaper reported Tuesday that the newly released game has taken the gaming world by storm. "Overall, the success of 'Black Myth: Wukong' signals a new era for Chinese video games on the global stage, showcasing the potential for high-budget, culturally rich titles from China to captivate audiences worldwide," it added.

《印度时报》20日报道称，《黑神话：悟空》在风靡全球游戏市场，“总的来说，这款游戏成功标志着中国电子游戏在全球舞台上进入了新时代，展示了中国高预算、文化内涵丰富的游戏吸引全球观众的潜力”。

重点词汇

video game 电子游戏

an instant 瞬间；一会儿；片刻；一个瞬间；一时间

launch on 对...发动进攻

CHINA DAILY 中国日报

Based on 基于；以.....为基础

literary classic 文学经典；文学名著

Journey to the West 《西游记》；西游记，作者吴承恩

at one point 一度；在某一时刻；在某处

online gaming 网络游戏；在线游戏；网上游戏

No wonder 难怪；怪不得；不足为怪

英文来源：新华社





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