

《命运2》玩家社群谣传未来不会加入谜题彩蛋 Bungie表示仍会持续加入解谜体验

一直以来，《命运2》中暗藏的秘密和谜题，甚至是关联到现实世界的 ARG，都是游戏中重要的一部分，被玩家所津津乐道。但是近日在玩家社区中有传闻称，游戏未来将不会继续加入这些“秘密”。对此，开发商 Bungie 做出了回应，表示这并不是事实。



在最新的 Bungie 每周更新中，游戏助理总监 Robbie Stevens 回应了有关他们将停止在游戏中加入解谜内容的传闻。Stevens 写道：“《命运2》的工作人员们相信秘密是这个系列重要的组成部分，我们致力于在来年内提供各种体面的解谜体验。” Bungie 回应传闻：《命运2》未来依然会有许多解谜

他接下来讨论了一篇 Reddit 论坛的 AMA 问答中提到有关游戏谜题内容难度的问题。AMA 中的回答被人理解成这些谜题将从游戏舞台上退出。Stevens 澄清这种理解是错误的。他强调制作这些“秘密”是非常具有挑战性的，但这是所有线上服务型游戏都需要应对的问题。

IT'S A SECRET TO EVERYBODY

There were some rumors swirling around that Bungie was done making secrets forever. While the record was corrected, we wanted to talk a bit about this subject and the feedback we have been seeing from players hungry for surprise content. Here is Assistant Game Director Robbie Stevens to share some of our thoughts.

Robbie Stevens: We wanted to take a moment to address the community's feedback around secrets in Destiny 2. But before we get started, if you take one thing away from this communication, let it be that the people working on Destiny 2 believe that secrets are an important part of this franchise, and we're dedicated to delivering secret experiences, both small and large, throughout the coming year.

First and foremost, let's address the Reddit AMA about the difficulty of encrypting content that brought this conversation to a head. Datamining and leaks are not unique problems to Destiny 2. Every live game deals with this issue because it's one of the most challenging engineering problems in games today. That said, our communication was misinterpreted to mean that we were no longer building secret experiences, which is false. We've delivered hidden and secret story beats and content this year and will continue to do so next year.

For some in the community, 'secrets' have come to mean either a secret mission or a puzzle. It's understandable that the community is hungry for more of this content and is interpreting any hidden thing we do as a signpost of something bigger to come. Just understand that we'll never openly reveal a secret mission or puzzle before it goes live and that, although we're intentionally hiding things for you to discover in every release, not every secret can be something as big as a mission or puzzle.

Looking back on the past year, The Witch Queen was a release containing a fair share of secrets, and the experiences on the Throne World were directly influenced by content like secret missions and dungeons. Additionally, as many of you have noticed, we've been layering teases and secrets about future content throughout our stories, lore entries, and world-building leading up to Lightfall. However, we know that you want more. We know that we haven't released a secret mission that scratches the same itch as Presage, Zero Hour, or The Whisper this year. Those missions were some of the most challenging content for our teams to build, which is why we've only released at most one secret mission within a twelve-month period. But as we've developed our plans leading to Lightfall and beyond, I want to reassure you that the community's feedback is heard loud and clear, and "putting more secrets into Destiny 2" is an initiative our teams have been working on for months before this conversation recently came to a head. Some secrets will be small, some will be large, some will come next year, and some are right around the corner, but I promise you that we've got a talented group of people who love this type of content and who know what it means for the community to discover and experience it.

声明还澄清说，虽然这些“秘密”可以包括任务和谜题，但这些都是最难制作的内容。Stevens 写道：“虽然我们在每次发布时都故意隐藏一些东西让玩家去发现，但并不是每个秘密都能像任务和谜题那么大。”目前，《命运2》的圣诞活动“曙光节”即将回归。此次活动中玩家将能进行“雪球大战”，完成活动可以获得丰富奖励，包括全新的武器等。

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