

Live Letter in Frankfurt!

First Question: Are there more character creation customization options planned for the expansion? How hard would they be to implement?

A1.) No plans for new options currently. Its a large burden on the graphics team and it creates a lot of data for the servers to handle, so much so it could cause stress. Do you guys really want that butt slider though? If the textures being a bit stretched isn't a problem we could do it, but its probably too difficult to adjust all the armor around the bigger butts. There is a large demand for this though, so we'll talk to the gfx programmer about it.

Q2.) Will there be an increase in the number of outdoor furnishing slot?

A2.) Currently there are only plans for the indoor furnishings but we are looking at outdoor slots as well. It could result in a lot of problems since all of these houses exist in the same instance, as opposed to indoor slots which are isolated. After we've implemented moving, we'll see how we can go about increasing outdoor slots.

Q3.) Are there any plans to improve controlling pets?

A3.) You're the masters, you control your pets!

Q4.) Would we ever get Theatrhythm in the Gold Saucer?

A4.) So you think its that easy? Hmmm, we could possibly do this...but the machines in arcades cost real money...so maybe people should buy coins from the Mog Station to play? Yeah, then MAYBE we'd get permission from the producer of Theatrhythm. No but really, we'll see what we can do.

Q5.) Any plans to remove the restrictions on haircuts?

A5.) Some hairstyles we want to keep race specific as part of race identity. However, others will be unlocked on other races eventually. Please look forward to it! As for separating different layers of clothing for glamour, this is currently impossible. A way around that would be to create a new ID for underwear so that it could be worn at the same time as armor, so both could be shown at the same time.

Q6.) Will it ever be possible to repeat solo-instance trials from the Main Story or Job quests?

A6.) Alright, I've got a great idea...make a new character! In actuality, this would be difficult as these instances are directly tied to quest markers. Well actually, if we create a list of completed instances, we might be able to add something like this. It would take quite some time and debugging but its possible.

Q7.) The difficulty of the game has declined after Gordias Savage. Extreme Primals and dungeons are all much easier than 2.X. Are there any plans to incorporate more content that has a higher difficulty?

A7.) I remember when people said Final Coil was too easy...so we made Alexander...then they complained it was too difficult! So I trust no one! Content difficulty is something we talk about constantly when developing new content. We did also get a lot of feedback that the Creator was a lot easier than the first two tiers. We believe that the Creator is the perfect difficulty for the entire community, keeping it in reach for most players.

That being said, for Omega, we want to make sure it has the same level of accessibility. The current plan in the development team is that players who can clear the final savage tier in Omega can access even harder content. Just don't come whining that its too hard!

Q8.) When will we get Krile's outfit on the Mog Station?

A8.) Do people want that? Well the person who runs the Mog Station says Krile's outfit in particular is super difficult so they'd need to sell a lot of them for it to be worth implementing. So if you all buy it, we'll make it!

Q9.) Will future Hildibrand quests once again feature trials?

A9.) Back in 2.X, we went a bit overboard on some of his quests. For 3.X, we wanted to take a break from implementing more quests. However we got so much feedback that we ended up implementing him anyway. For the 4.X series, we then wanted to let him rest, but once again you all asked for more Hildibrand quests so they'll be coming!

Q10.) Can we have an in-game parser to show personal DPS? Built into the game so that even Ps4 players could use it?

A10.) I 100% that you only want to see your own DPS. I understand you don't need to see the others, just your own. Then other people demand other people link their DPS! Then theres gonna be fights! We also know that with the third party software people create, that its only a matter of time before someone just retools this and makes and even stronger full party parser.

Currently we have no plans, but thats not to say we won't do it ever. In 3.X we know a lot of people had a larger gap between good and poor DPS. Once the gap is lower in 4.X, we may implement one.

We might be implementing a sort of system that allows you to attempt a certain something and then retry it if you don't do it right...I've said too much! Can't say much, but we don't think what we want to do has ever been done in an MMO before.

Q11.) Are you working a Ps4 Pro Patch?

A11.) Yes we are. It is a bit different than Single Player games, so for us the focus is on displaying as many things on screen simultaneously as possible. That is where we'd focus our

efforts for a Pro patch, to make for a more consistent experience. Ps4 users without the Pro, don't worry! We aren't going to be ignoring the base Ps4 in favor of the Pro.

Q12.) Can we choose to keep flowers in the garden pots as opposed to harvesting them? They are so pretty in the pots.

A12.) That's actually in our Patch List for one of the Patch 3.5x patches or 4.0 launch. So...soon!

Q13.) Would you ever consider adding Umbrellas to the game as vanity items such as minions?

A13.) So...you remember the person who runs the Mog Station? She said there are plans to make one....but they want to make it a flying mount! Like Mary Poppins!

There has been talk about this for a long time. Making it as a mount is the best option in terms of memory though so that is the most likely solution. But should it fly straight...or spin?

Q14.) Are we ever going to get PoTD in the cross-server PF? Can we ever send a /tell to someone in the cross-server PF?

A14.) We are currently working on adding PoTD to the cross-server PF. We ran into some problems in development but it is being worked on. Cross-world PF for Alliance raids is closer to completion and will hopefully be available for Ivalice.

A14-2.) As for the /tell question, cross-server friends lists, linkshells, FCs and /tells are all currently in development for cross-server functionality. /tells is actually scheduled for sooner than linkshells and FCs, so please look forward to it.

Announcements

Patch 3.55a Content

Releases Tuesday, February 28th

- Anima Weapon Story Quests
 - Final Anima Quest
 - Should be an easy step "Victory Lap"
- Zhloe Aliapoh Custom Deliveries
 - New content for gatherers and crafters.
 - This character has her own story, and you will learn a lot about other NPCs and characters through these quests.
 - You can create things for NPCs that they will appreciate, and eventually we'd like to update it to have the NPCs wear the stuff you make for them.
- Proto-Ultima Battle
 - Was available at the three fan festivals as a 24 man trial
 - Will be available worldwide in this patch.
 - Drops i270 accessories
 - No more details about where we are fighting him.
- New Feast Map(s)

- Sudden Death
- New Items & Adjustments
- Season 3 Ends and Season 4 Pre-season begins.
- Additional Updates
 - Buffs to Sophia and Zurvan Mount drops
 - Garo Gear will be reobtainable via Calamity Salvager
 - Abes & High Summoner Attire Available for Redemption
- Exploratory Missions had a major bug and they couldn't fix it in time to be released with Patch 3.55a
- Goal is to have Diadem in Patch 3.55b, hopefully at the latest by Mid March.
 - Specifically the bug happened in the raid inside the Diadem.
- So another apology, I said Garo gear would be available with MGP in 3.55...I meant to say 3.56! But it is coming!

Patch 3.56

- Ending of 3.X Main Story
- Many more small patches between now and 4.0.
- If you run out of stuff to do...just make more Anima Weapons!

World Records

- The Longest End Credits in any MMO, thanks to people who supported the game back in 1.X.
 - 1 hour 38 minutes
- Most original pieces of music in any game.
 - 384 Original Compositions
- Final Fantasy has officially been recognized as the "most prolific" Role Playing video games series.
 - A total of 87 titles