

Live Letter @ TGS September 18th, 2015 @ 8PM PDT.

Type !tgs to get the YouTube link. No Multi-twitches sadness :(.

Yoshi-P: HAI

Foxclon: HAI

Reminder this translation will not be word-for-word, it will only be covering the IMPORTANT things they say. Marko will not be talking constantly so expect long breaks of silence.

Yoshi-P: Its great to be at TGS!

Foxclon: Yeah buddy!

Yoshi-P: Welcome to the Live Letter for Patch 3.1, part 2!

Foxclon: I beat Ravana!

Yoshi-P: We will not be taking questions, just revealing information regarding Patch 3.1.

1.) Mudra Lag

a.) **Changes will be made to the programming to make Mudra usage smoother.**

2.) Patch Title

a.) As Goes Light, So Goes Darkness: FFXIV Patch 3.1

b.) PogChamp

3.) Main Story will revolve around the Warrior of Darkness & the continuation of the Dragonsong War.

a.) Release Date: November? Apparently they took a vacation after HW launch lol
So they won't make it by October.

b.) First 10 days of November.

c.) Thats 10 days for Blade & Soul b o y z

d.) One More FATE in October.

4.) Void Ark

a.) Lore: Screenshot later.

b.) Video played. It will be a different BGM. HAI

c.) 24 Man Raid

d.) Stuff from other Final Fantasies will appear such as bosses.

e.) 3 tanks, 6 healers, 15 dps.

f.) Difficulty will be = CT

g.) Looting restrictions will be separate for both equipment and material rewards.

i.) 1 gear + 1 twine/coat/dip, whatever is in there, per week.

h.) Gear being shown. Its dark/crow like.

5.) FC Airship Exploration

a.) Explore islands teeming with monsters.

b.) Idea is to team up with people and just kill as many enemies as possible
(Dynamis Hai). Up to 24 people.

- c.) You may run into other Alliances on the islands, it is not instanced to every individual alliance.
 - d.) People without a FC can still participate using the airships on Ishgard. Can be used to queue in solo or form a party beforehand.
 - e.) Video being shown. BGM will be different.
 - f.) GIANT ENEMY CRAB!
 - g.) Can fly between islands still.
 - h.) FC Airships do get some sort of exclusive advantage.
 - i.) Islands take place primarily along Abalathia's Spine.
 - j.) Upper - Middle - Lower layers of floating islands.
 - k.) There are rare gathering nodes on the islands.
 - l.) You will need to unlock flying again on the first layer.
 - i.) Apparently you'll be done with it in like 10 minutes. Its really fast. Lore reasons OP.
 - m.) No quests involved for unlocking flying.
 - n.) BATTLE POWERFUL MONSTERS! BIG RIGS!
 - i.) Level 80-90
 - ii.) Weakest enemies in the zone will be = A rank hunts.
 - o.) NM/HNMs, meaning small bosses and larger super bosses.
 - i.) NM = Notorious Monster, a stronger-than-normal open world boss.
 - ii.) HNM = Hyper Notorious Monster, a powerful superboss.
 - p.) Can change jobs on islands freely.
 - q.) Gear available from the island materials being shown.
 - r.) The monsters are so strong that you can spiritbond i180+ gear (?).
 - s.) Items will drop in chests of three types: Bronze, Silver & Gold
 - i.) Items up to i210. Drops from Gold Chests
 - ii.) Unwanted items can be traded in for points.
 - iii.) Glamour armor.
 - iv.) Even Bronze chests will reward decent items.
 - t.) Chests that drop will be somewhat random.
 - u.) Stats may also be random due to the fact it is Aetherial Grade gear and rolls the stats randomly.
 - v.) These are all good things...bad things will happen also.
 - w.) Points can be exchanged for gear/items.
 - x.) Appearance of the gear will be random as well, so you may find gear that resembles old gear sets like High Allagan with different colors.
 - y.) The look of the gear and its strength are not synchronized, so you may have shitty looking gear that has amazing stats.
 - z.) And just so we have a Z, fuck it.
- 6.) Lords of Verminion
- a.) RTS between two players.
 - i.) Explains RTS vs Turn based.
 - b.) Rules

- i.) Summon your minions to do battle.
- ii.) Only use minions you own.
- iii.) Same minion may be summoned multiple times.
- iv.) 10 minute matches max.
- v.) Win by destroying enemy Arcana Stones (Aetherytes basically)
- vi.) RED VS BLUE BABY.
- vii.) Minion Stats
 - (1) Yugiri: HP 335, ATK: 55, DEF: 50, SPD: 2/4 stars
 - (a) Abilities, AoE Attack Buff
 - (b) Is capable of neutralizing Gates & Shields
 - (c) Poppet type minion.
 - (d) She forgot to Huton.
 - (2) Stats will be different from minion to minion.
 - (3) Minion control will be slightly hampered, you can command their placement on the field but not the direct target.
 - (4) Minions will have different skills as well.
- viii.) Costs:
 - (1) There will be a minimum number of points required to summon minions.
 - (2) Cost is only active when a minion is on the field. If removed/defeated you will gain points back (basically supply count).
 - (3) 240 Supply units available at max.
 - (a) Before battle starts you have 60 supply units, after the battle begins you get the remaining.
 - (4) 5 Tiers of cost
 - (a) 10, 15, 20, 25, 30
 - (b) Bomb = 10, Cursor = 15, Goobbue = 20, Little Panda = 25, Hildibrand = 30.
 - (c) Hildibrand is apparently OP.
- ix.) Minion types:
 - (1) Poppets = Wind-Up Characters
 - (2) Monsters = Monsters like Bombs
 - (3) Critters = Cute cudly pets
 - (4) Gadgets = Other
 - (5) Poppets > Monsters > Critters > Poppets
 - (a) Bulbasaur > Squirtle > Charmander > Bulbasaur
 - (6) Gadgets are neutral, no advantages or disadvantages
 - (7) Five different modes (Marko said the four was a typo, we shall see)
 - (a) Tutorial
 - (b) Challenge = Rank GG BRZONE
 - (c) Training = Player vs CPU

- (d) Battle = Unranked Match
 - (e) Tournament = Match players together automatically. Won't be as easy to trick the system as it was in TT.
- (8) Matching in LoV will be done based on battle performance.
 - (a) Similar system will be used for Wolves' Den II.
 - (b) Event Ranking
 - (c) Achievements/Rewards
 - (i) MOAR MINIONS?
 - (d) Will be demonstrated live at the FATE in October in Hiroshima.
- (9) New Glamour items being shown. Rewards from Gold Saucer
 - x.) Gold Saucer will be in the challenge log in 3.1.
 - (1) Racing, TT, mini-game, GATEs, Lords of Verminion.
- 7.) New FC Crafting items being shown.
 - a.) Moogle Houses are shown.
 - b.) Haurchefant painting
- 8.) Relic weapons confirmed for Patch 3.1.**
- 9.) The game may see Playstation VR development in the future.
- 10.) Next Live Letter in Hiroshima on October 25th. Further details on Patch 3.1.
- 11.) Yoshi-P is warning people of FC thieves