

Letter from the Producer LIVE Part XIV

<http://www.twitch.tv/finalfantasyxiv>

<https://www.youtube.com/watch?v=rxw2uhM48G8>

<http://live.nicovideo.jp/watch/lv179606065>

Official Threads

- [Q&A Updates](#)

Translation (as feasible)

Messy text begin:

-
- Morbol doing test transmission (checking video and sound, equalizing/balancing sound, etc, asking people to tell them how it is through twitter). Yoshida is still talking to players in the nagoya FATE.
 - "It's noisy for now, but when we start the event it'll be quieter"
 - Commenting how the uncentered mic makes his voice louder than the other people. It also seems the nicovideo stream has sound issues.
 - Also seems that people are fighting leviathan near the back of the room and it's noisy w
 - Still working on the nicovideo sound issue.
 - They're changing video settings, and now nicovideo is fixed.
 - Test transmission ending, they'll be back at 8 for the actual live letter.

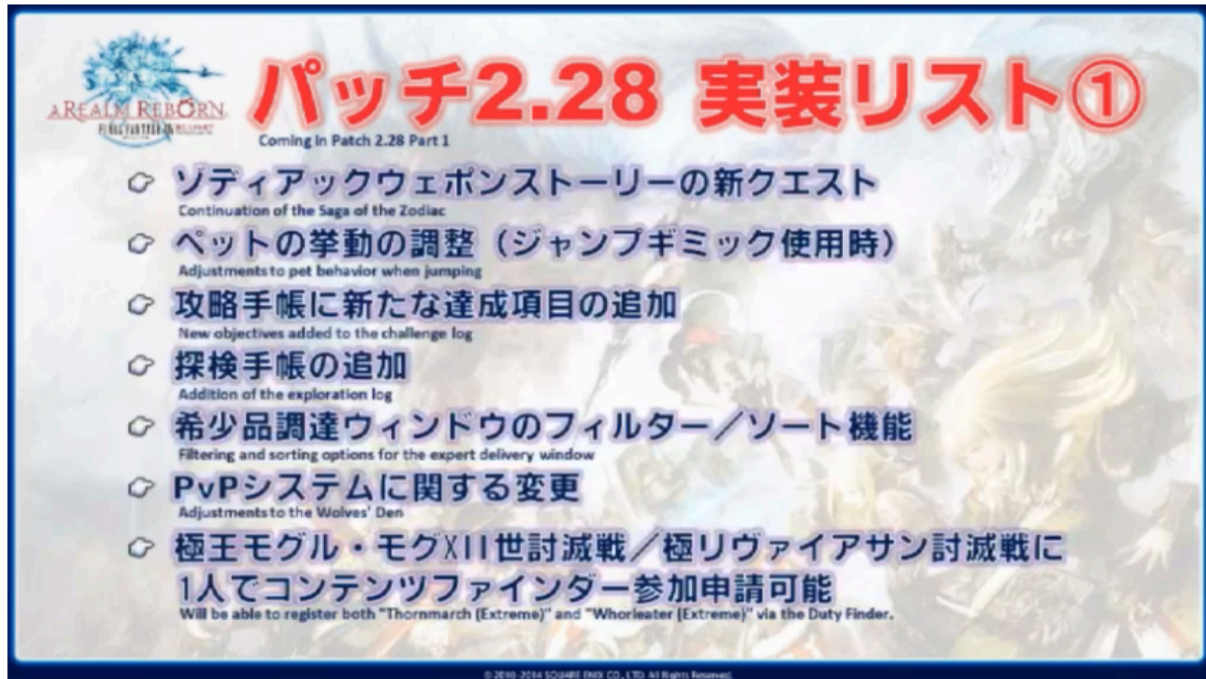
-
- Time Lapse video for the Nagoya FATE setup
 - "Good night, everyone!"
 - FF14's 14th live letter
 - "So, how's Nagoya?" "Everyone's pretty energetic"
 - Talking about merchandising they're selling

- "Have you done your self-introduction?" "I forgot on the test stream."
- Community team's Morbol, Producer Yosida
- First question is about the 3rd part of the Zodiac Weapon quest
- People that have finished an Animus weapon can proceed to the Zodiac Weapon quest
- How freely will one be able to alter the stats of the Zodiac weapon?
- "Can't explain everything", but with Sphere Scrolls you'll be able to do "something", and you're going to need Alexandrite to use them.
- (missed details), but it might be capped like tomesstones, but is a separate currency used only for that.
- Will they change the color/effect of the weapons?
- Seems there'll be changes, but he's vague(?)

- Zodiac Weapons will be i110, with extensions later on

- Are there any plans to reduce the stupid high requirements for atma/animus?
- No plans yet, at least until 2.3. After item levels are raised again, having to go through everything just to be able to get to i110 to start the next update quest is too much so he'll make it easier then.
- He means to make the books easier to get by increasing the mythology drop rate.

<http://puu.sh/8YZUI.png>



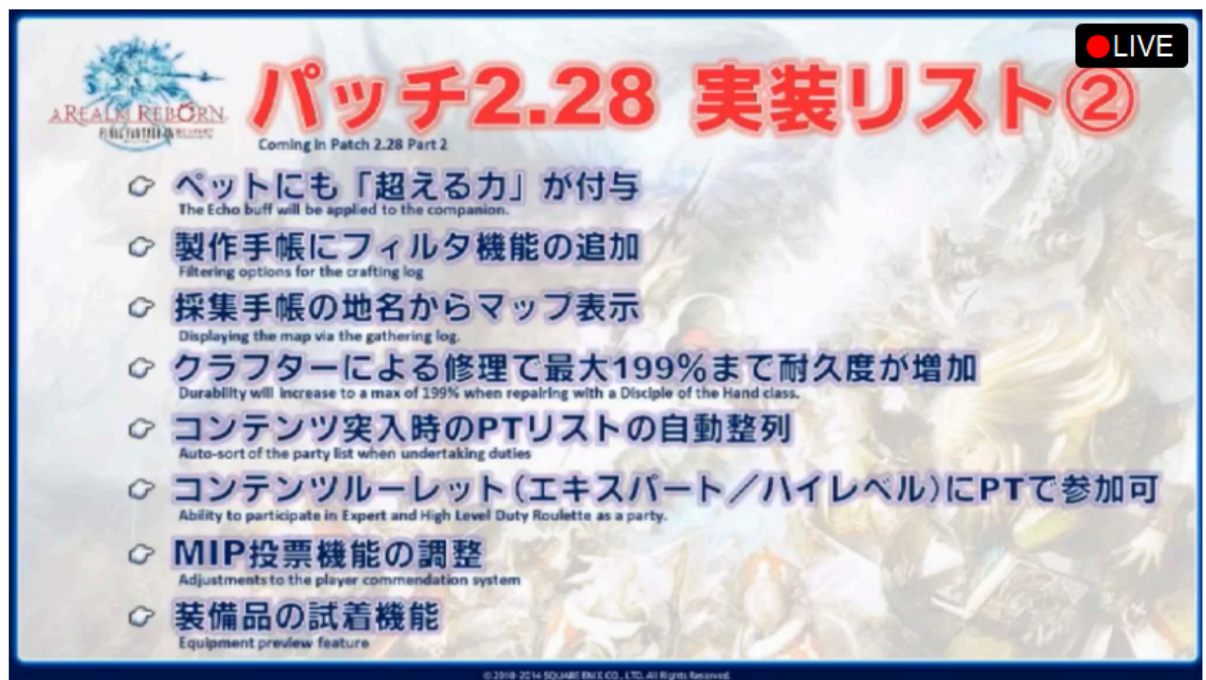
パッチ2.28 実装リスト①
Coming In Patch 2.28 Part 1

- ソディアックウェポンストーリーの新クエスト
Continuation of the Saga of the Zodiac
- ペットの挙動の調整 (ジャンプギミック使用時)
Adjustments to pet behavior when jumping
- 攻略手帳に新たな達成項目の追加
New objectives added to the challenge log
- 探検手帳の追加
Addition of the exploration log
- 希少品調達ウィンドウのフィルター/ソート機能
Filtering and sorting options for the expert delivery window
- PvPシステムに関する変更
Adjustments to the Wolves' Den
- 極王モグル・モグXII世討滅戦/極リヴァイアサン討滅戦に
1人でコンテンツファインダー参加申請可能
Will be able to register both "Thornmarch (Extreme)" and "Whorleater (Extreme)" via the Duty Finder.

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- He's just reading/explaining the slide above.
- Exploration log involves things like getting up on weird places and jump puzzles(?).
- PvP changes will be adjusted as announced in choukaigi (everyone starts with base skills unlocked, points will unlock skill upgrades)

<http://puu.sh/8Z037.png>



パッチ2.28 実装リスト②
Coming In Patch 2.28 Part 2

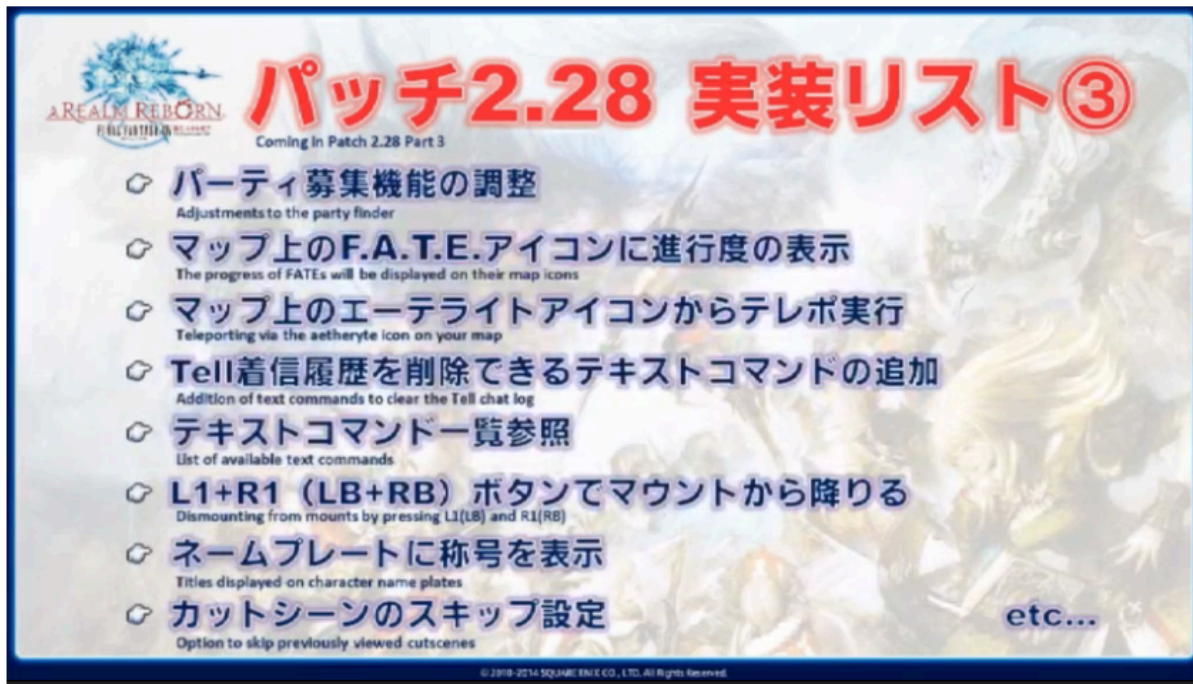
- ペットにも「超える力」が付与
The Echo buff will be applied to the companion.
- 製作手帳にフィルタ機能の追加
Filtering options for the crafting log
- 採集手帳の地名からマップ表示
Displaying the map via the gathering log.
- クラフターによる修理で最大199%まで耐久度が増加
Durability will increase to a max of 199% when repairing with a Disciple of the Hand class.
- コンテンツ突入時のPTリストの自動整理
Auto-sort of the party list when undertaking duties
- コンテンツルーレット(エキスパート/ハイレベル)にPTで参加可
Ability to participate in Expert and High Level Duty Roulette as a party.
- MIP投票機能の調整
Adjustments to the player commendation system
- 装備品の試着機能
Equipment preview feature

●LIVE

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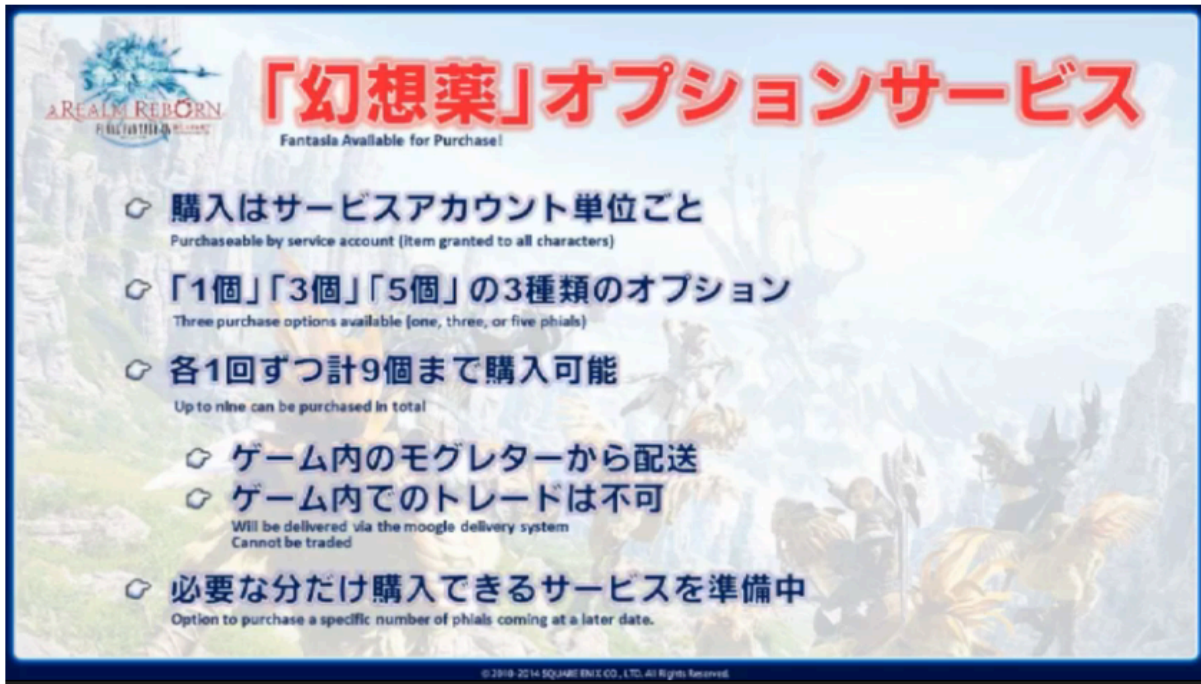
- Echo will apply to Chocobo (lol) [correction: it'll apply to summons. the english in the slide is incorrect, shouldn't have trusted it.]
- Repairing with crafters will now be worth it!
- Level 50 4-man roulettes will allow people in parties to queue.
- Mathieu Leduc: Seems we'll be able to give Commendations even if we join content as a party
- You'll be able to see previews for gear you own and when buying or crafting, but not in e.g. quest rewards (yet)

<http://puu.sh/8Z0gS.png>



- The L1+R1 dismount seems to be just an extension so it works the same as when you set L3 or R3 to unsheathe, since pressing them also dismounts.
- Auto-skipping of seen cutscenes for e.g. dungeon start / end, not sure if it'll also autoskip story cutscenes (e.g. CM).

<http://puu.sh/8Z0oV.png>



- Fantasia, as requested by everyone worldwide, to be sold starting with 2.28's deployment
- Fantasia will be deployed by moogles mail to all your currently existing characters. They're going to add an option to only send to one character (cheaper?) later on.
- 1000 JPY?
- "We're not going to take a year to add the individual option, maybe... nine months? ;)"
- Planned patch for 2014-05-28, but... they had issues in their office building so they're going to delay it, possibly up to 2014-06-05

<http://puu.sh/8Z0li.png>



- 2.3 Patch Title: Defenders of Eorzea
- Can have various meanings, look at the weathered font.

- Moving on to Ramuh

<http://puu.sh/8Z0MD.png>



- People asked why are we fighting Ramuh if we had that entire Sylph arc, he says it's spoilers.

<http://puu.sh/8Z0PW.png>



- Arena in screenshot above
- Will drop (i100?) weapons, but the main rewards are the accessories.
- "Will there be a gimmick like Titan pushing you out of the platform?"
- "Will it fall? Won't it fall?"
- There will be mount drops from Ramuh [hopefully not a pony again]

<http://puu.sh/8Z0VA.png>



- Ramuh questline is unrelated to the daily quests, but the daily quests gives lore background.

<http://puu.sh/8Z0ZA.png>



- Located in southern La Noscea [south of Vylbrand?].

<http://puu.sh/8Z12f.png>



<http://puu.sh/8Z139.png>

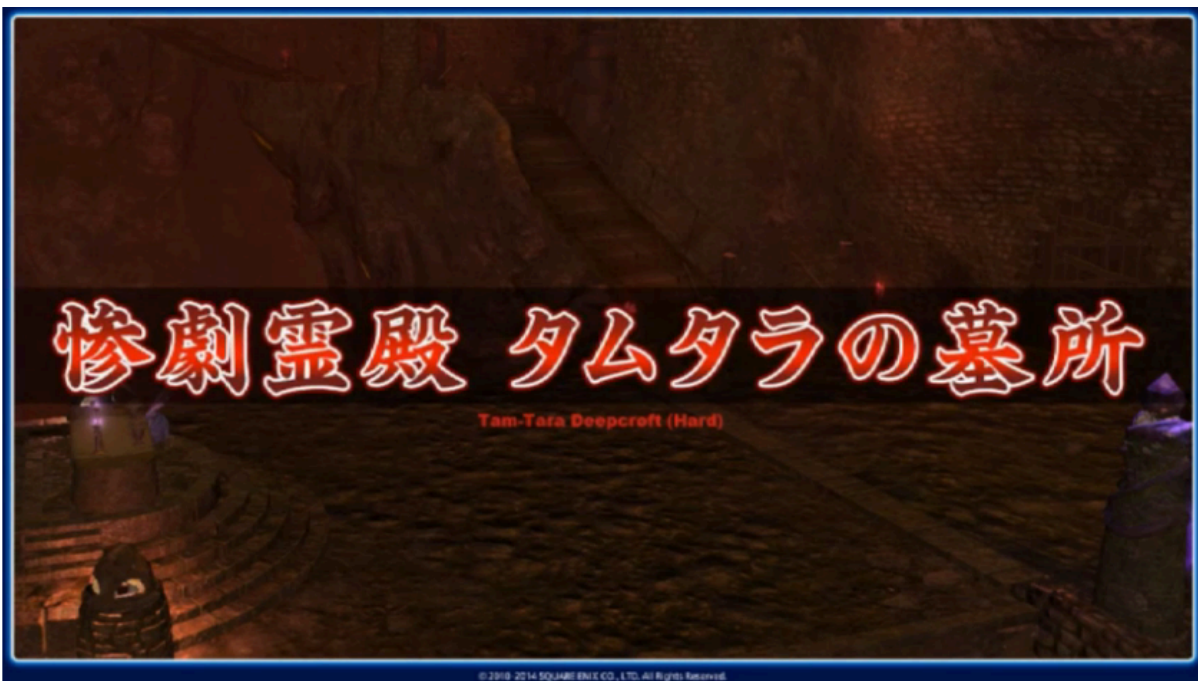


- No video yet, despite two of the questions being about getting videos :p

<http://puu.sh/8Z155.png>



<http://puu.sh/8Z16H.png>



- Hullbreaker's boss is a "Kraken that FF fans are familiar with" [Ultros?]
- Yosida is withholding lvl requirements for the new dungeons, but they're probably low (*maybe* i60?)

<http://puu.sh/8Z1an.png>



<http://puu.sh/8Z1bb.png>



<http://puu.sh/8Z1dg.png>



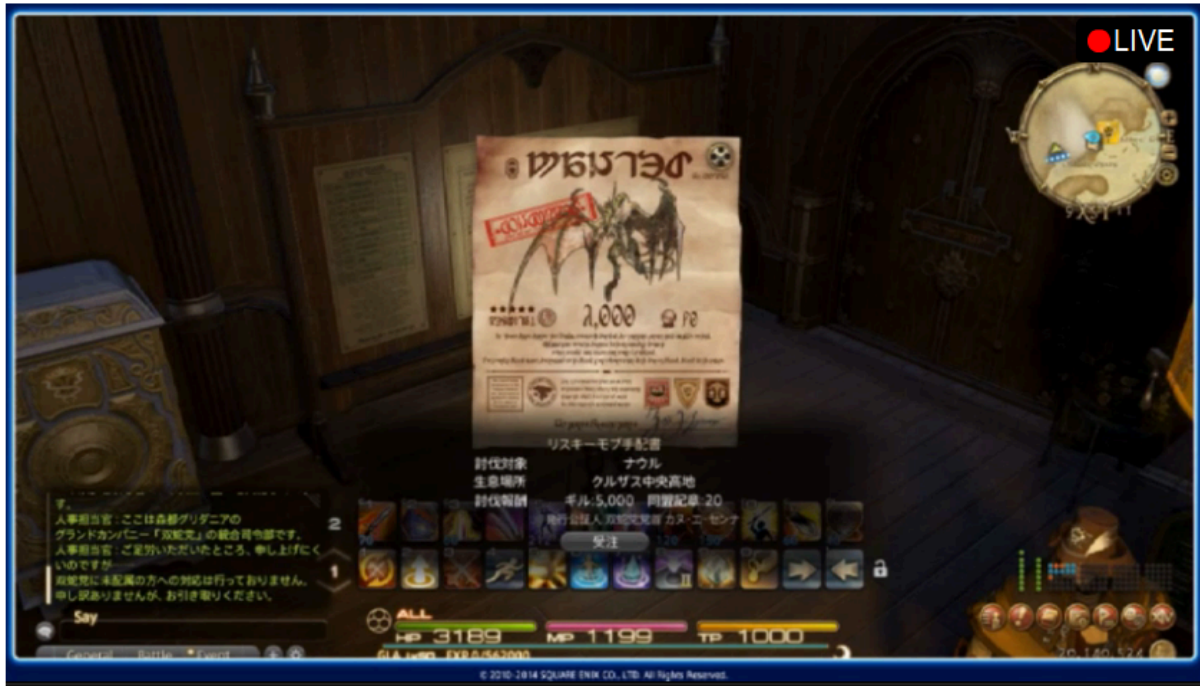
<http://puu.sh/8Z1dZ.png>



- “The last time you came here was to recover the Enterprise, but this time you’ll be going in for Ishgard.”
- [screenshots too fast, missed them]
- “Please explain Item Salvaging”
- Basically, you can dismantle items to get their ingredients.
- Crafters will obtain a “Salvage” skill.
- “Will you be able to dismantle anything?”
- “I wouldn’t say everything, but almost everything”
- “Will you obtain, by dismantling, random cheap stuff and, if you’re lucky, good items?”
- You won’t obtain unrelated items (they’re always recipe ingredients?)

- The better your salvaging skill, the better the results.
- “You can of course use the results to craft the item again, or other items, but there will be rare items you might be looking for.” (I suppose things like myth/philomats, or rare dungeon/primal drops?)
- Crafters will require level 30 before learning Salvage.
- “Are there ilvl restrictions for salvaging?”
- Seems you won’t be able to salvage very high ilvl items, but they intend to reduce the restrictions in time. The ilvl you can salvage also depends on your salvage skill.
- It seems salvage has an associated success rate (materia overmelding-like?).

<http://puu.sh/8Z1Bl.png>



- Defeat “Risky Mobs” (lol) that’ll be in the eorzea overworld, get points.
 - Rarer mobs give more points.
 - There are ranks, e.g. Rank S, Rank B.
 - There’ll be weekly rankings for free companies for each of the “risky mob” ranks.
 - “What rewards can you get from this?”
 - Seems he means to let you exchange it for mythology (AF+1) gear (as they’d otherwise go away when a new totemstone is added). [Should also make it easier to get books since gear wouldn’t be competing for your totemstones, I guess]
 - Also for Alexandrite in 2.3.
-
- “There’s a lot of content where, if you follow set patterns properly, you win. Will there be more randomized content?”
 - “For high level content, if there’s too much randomness, fights turn into luck. Think Titan Extreme.”
 - With stricter, skill-based content, there’s competition between FCs trying to be best, etc, but if content has more randomness, then things get thrown to luck, “they cleared it first because they got lucky with that skill, etc”
 - Yosida says that it’s not like he won’t ever do it, he’s still working on it. 2.3 will have “a certain boss” with strong randomness to it.

- Seems he's also planning content where the reward is nothing but bragging rights for 2.3, but not sure if he'll finish in time.
- "When are you buffing black mages?"
- Changes will be minimal, mostly maintaining the current balance with the other jobs. DPS should slightly raise though.
- "PvP will be discussed on the next live letter."

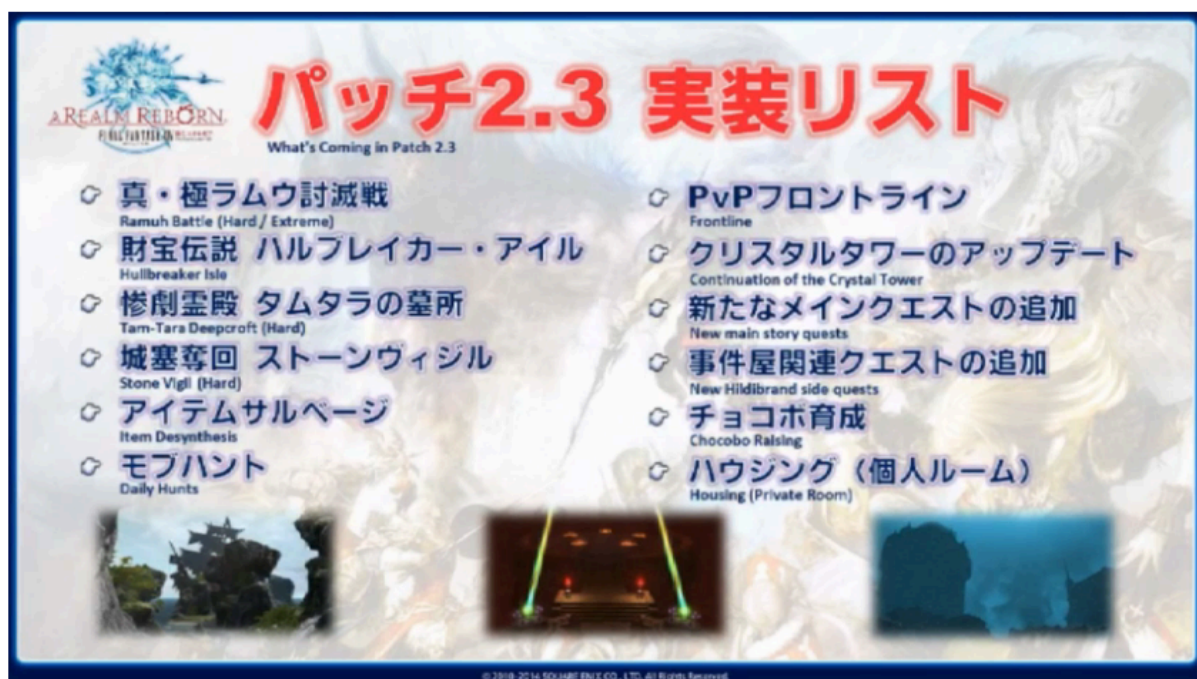
[missed this question]

Yosida says he'll explain on the next live letter anyway.

Mathieu Leduc: I think they asked when we'll be able to respec Chocobos, and it sounds like 2.3. There's something about new content for Chocobos as well.

- "Please make i110 upgrade items easier to get."
- Missed some of the explanation, but it's possible he might add (alternatives to?) it to CT 2.
- Yosida gets asked about parsers and HP % measurement tools.
- Tools that alter the game, give high speed movement, etc are most definitely forbidden.
- Mathieu Leduc: YoshiP says HP% shouldn't be too hard, he'll talk with his people about it
- He also speaks of not endorsing any 3rd party product due to the possibility of e.g. the program being altered to have a virus.
- His answer is the same as last time, "don't talk about it and you're fine"
- He says there might also be an ingame measurement tool for "practice fights" (dummies?), but doesn't want 3rd party tools to be considered "required" for playing (think certain WoW addons) and doesn't want people using the tools to judge players.

<http://puu.sh/8Z2u3.png>



- Talking about photos from Choukaigi
 - There was a fast slideshow, that included, among other things, Miqo'te Yoshida
 - New music, or is it just music I don't recognize!?
-

- Introducing SUZUKI Takeo, lead designer.
- List of titles he worked on, which included Chrono Cross, FFX (and -2), Kingdom Hearts 1, 2, FF12, FF13, FF14, FF14:ARR
- He was animator on Chrono Cross, did monster movements
- Discussing more of his experience.

- Hiroshi apparently mailed people wanting to show "the 'lunch' I got from my mom in nagoya"
- Stone Vigil video!
- And everyone is ignoring the GM character
- Tam-tara video, and no mobs attack the tank either :p
- "Don't say any more about the plot!"
- Changed to Hullbreaker
- "Sunglasses look cool"
- "Something interesting at the end of the bridge" (Hullbreaker)
- Happened to be a huge black Gorilla :P
- Paladin has yellow glowing shield and curtana -- Novus effect?
- "Thank you to Hiroshi's mom"

- Suzuki does the coordination among the various sectors responsible for designing parts of the game (map design, animators, cutscene, etc).
- "Do you guys shout YOSIDAAAAAAA, or ever felt like doing so during work?"
- Said something about Yosida when he is in "producer mode".

<http://puu.sh/8Z3CJ.png>



- Dyed (or dyeable?) AF variants, seems it's meant for Retainers.
- Mathieu Leduc: I think the retainers part was about how gear is "lying dormant" on your retainers, and YoshiP wants it be useful again
- Talking about what goes into the design of gear (modeling, texturing, etc)

<http://puu.sh/8Z3Pd.png>

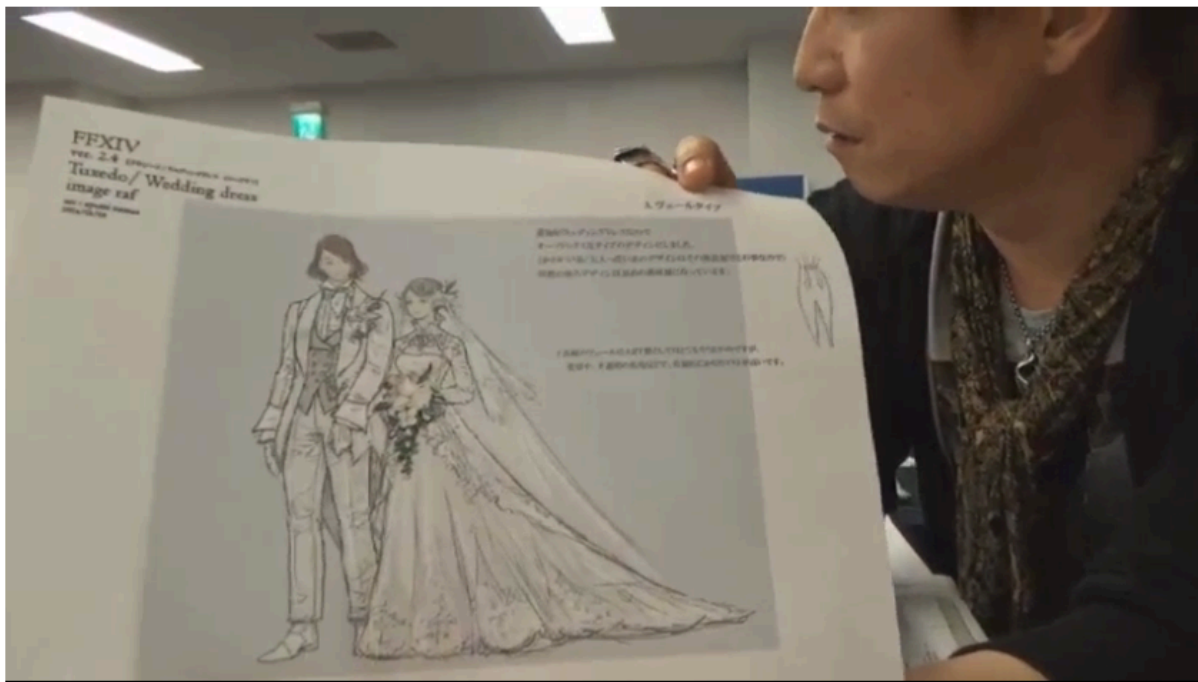


CT2 concept art

- "I told you you shouldn't show this! It even says 'Confidential'"

- “Male characters also care about fashion. Will you add more gear for male characters?”
- Apparently he meant the Sailor set to be used by males, but that didn’t quite work out.

<http://puu.sh/8Z42c.png>



- “Are there any plans to extend fashion system (mirage prisms)?”
- Planning ‘night wear’ for 2.3 (sleeping clothes?)
- “Please let us dye glass lenses”

<http://puu.sh/8Z4hw.png>



<http://puu.sh/8Z4iq.png>



<http://puu.sh/8Z4jh.png>



<http://puu.sh/8Z4jO.png>



<http://puu.sh/8Z4kl.png>



<http://puu.sh/8Z4lb.png>



<http://puu.sh/8Z4m0.png>



“These are not exactly glasses.” “There aren’t lasers coming out from the eye, right?”

- “Please let us dye green/blue items”
- Talking about the process of making new hairstyles
- They have to consider racial affinity, they have to make it fit with the race’s models, they have to consider how it fits with worn gear (avoid clipping, etc)
- “Will there be new emotes like the Gentleman’s Dance, or Step Dance, in patch 2.3?”
- Not in 2.3 itself, but I want to give new emotes in seasonal events during 2.3’s lifetime.
- New summer event, probably with yukata instead(?) of swimsuits this time?

<http://puu.sh/8Z4Bk.png>



<http://puu.sh/8Z4BQ.png>



<http://puu.sh/8Z4Cw.png>



<http://puu.sh/8Z4Db.png>



<http://puu.sh/8Z4DV.png>



<http://puu.sh/8Z4EK.png>



<http://puu.sh/8Z4Fc.png>



- New standing and sitting poses. The new standing poses seem to be more usable for their transition animation than for the actual final pose... Also Seiza!?
- "Please add skirts with intermediate lengths, not as short as miqo'te skirt and not as long as spring skirt"
- Long answer of which I missed most of... but seems he does want to add more options.
- "We have a lot of 'cool' chocobo barding designs. Will he have 'cute' designs too?"
- They plan to add Ramuh barding.

<http://puu.sh/8Z4UN.png>



<http://puu.sh/8Z4VY.png>



- “Large-model” chocobo for dual riding :o

<http://puu.sh/8Z4XA.png>



- Wedding Chocobo
- Yosida plans a referral program (“for inviting friends to the game”)

<http://puu.sh/8Z52J.png>

THEATRHYTHM FINAL FANTASY CURTAIN CALL

追加コンテンツ第三弾に登場！
New DLC music tracks for "THEATRHYTHM FINAL FANTASY: CURTAIN CALL!"

善王モグル・モグXII世 (BMS)

Good King Moogle Mog XII
販売価格：150円
Price: 150JPY



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<http://puu.sh/8Z54a.png>

ベテランリワード 450日

Rank 7 Rewards (450 Days)



ゴブリンキャップ

Goblin Cap

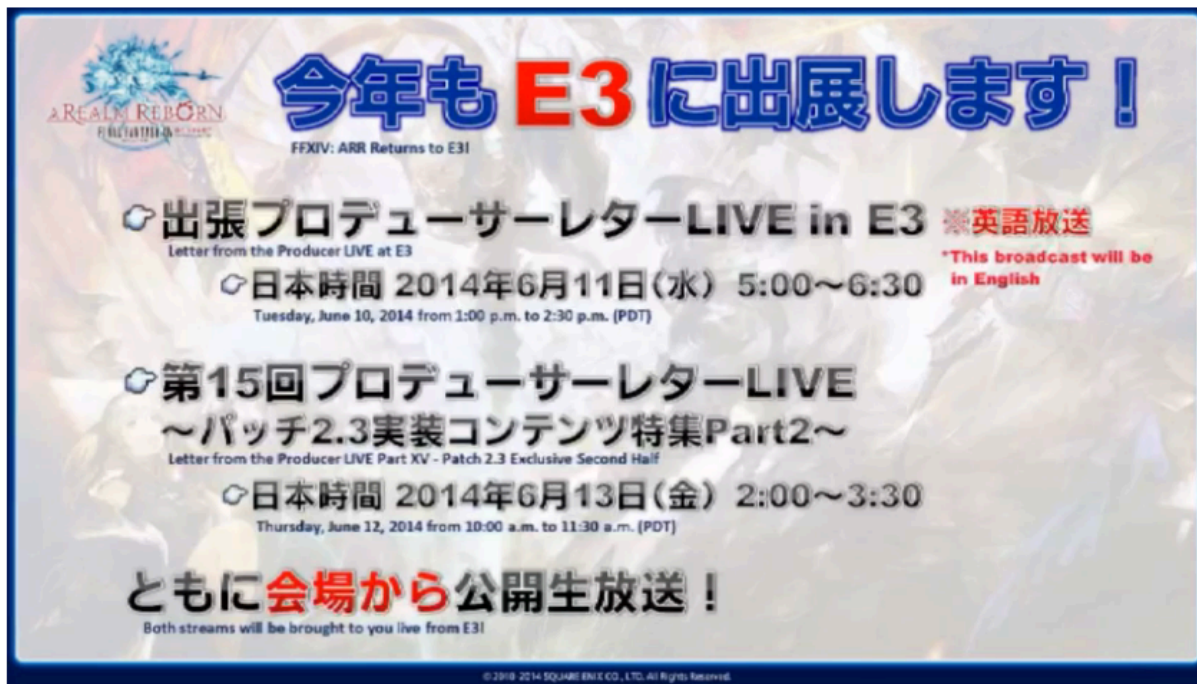
マメット・ゴブリン

Wind-up Goblin

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- “Wear that goblin mask when going to amdapor to avoid allergies”

<http://puu.sh/8Z57z.png>



今年も E3 に出展します！
 FFXIV: ARR Returns to E3!

📍 **出張プロデューサーレターLIVE in E3** **※英語放送**
 Letter from the Producer LIVE at E3
 📅 **日本時間 2014年6月11日(水) 5:00～6:30**
 Tuesday, June 10, 2014 from 1:00 p.m. to 2:30 p.m. (PDT)
 *This broadcast will be in English

📍 **第15回プロデューサーレターLIVE**
 ～パッチ2.3実装コンテンツ特集Part2～
 Letter from the Producer LIVE Part XV - Patch 2.3 Exclusive Second Half
 📅 **日本時間 2014年6月13日(金) 2:00～3:30**
 Thursday, June 12, 2014 from 10:00 a.m. to 11:30 a.m. (PDT)

ともに会場から公開生放送！
 Both streams will be brought to you live from E3!

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- E3 live letter will be in English. Live letter 15 will also be from E3, but in Japanese. There'll be a Japanese (live?) translation for the E3 English one.

<http://puu.sh/8Z5gr.png>



**FINAL FANTASY XIV:
Full Active Time Event in SENDAI**

A map of Japan is shown with the Sendai region highlighted in green. An inset map shows the location of Sendai within Japan. Below the map, three people are shown sitting at a table, likely the event hosts.

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<http://puu.sh/8Z5gr.png>

FINAL FANTASY XIV: Full Active Time Event in SENDAI

2014年7月下旬開催
宮城県・仙台市

Scheduled for late July, 2014
Sendai, Miyagi Prefecture

入場無料（完全招待制）
200名をご招待

Admission: Free (Invitation Only)
Capacity: 200



- Yosida (personally) wants to eventually make an “Eorzea Cafe” where fans can meet.
- And they’re done with announcements.
- Takeo: “This is the first FATE I came to, and it’s been very fun. Thank you.”
- Yosida: “I’m very sorry for the delay for the patch, but we’ll try our best to keep the delay low. (...) See you at E3. There’ll be worldwide press there, we’ll make some great announces.”
- He’s looking forward to completing the first year of ARR.
- Morbol ends the live letter. Next live letter is from Los Angeles.