

FFXIV Letter from the Producer LIVE XVII Fan Translation

Refer to twitch.tv/cygneakrou if this page's traffic is too high.

Disclaimer: I am a native speaker of English with a bachelor's degree in Japanese language and literature. I lived in Japan for only six months. I have not been trained in simultaneous translation. I do not play the game on a Japanese server or using the Japanese client so I will not know all of the game-specific terminology. I do not work for Square Enix and have no foreknowledge of the Live Letter's contents. This fan translation is 100% unofficial.

For these reasons and more, please remember to take my translations with a grain of volcanic rock salt.

Please see [Bayohne's post on the official forums](#) for a different take on the Live Letter's Q&A. He caught some stuff that I missed, and he chose not to include some questions that I have here. Take a look at both for a fuller picture!

In but a moment, we raise our curtain. How long you'll wait, why that's uncertain.
Ohohoho!!

Introduction

Foxclon: Here we go with our FF14 14-hour anniversary broadcast. Here's director/producer Yoshida.
We're both a bit nervous/excited.

Yoshida: Our first year is coming to an end. It is all thanks to you - the fans - that we have had such a successful first year.
We hope that you can enjoy our 14-hour broadcast up to the very end.

(showing off all the flowers)

F: We're broadcasting on Niconico, Youtube and Twitch. Only reading comments from niconico. Asks twitch/youtube users to tweet at #XIVLive to get their comments in.

Schedule for the first part of the broadcast:

| FINAL FANTASY XIV タイムテーブル ① | |
|--------------------------------|---|
| 12:30 | 直樹の部屋 Part 1 吉田Pがゲストとトークを行います。 |
| 13:00 | 第17回FFXIVプロデューサーレターLIVE 吉田Pが皆さんからの質問にお答えします！ |
| 15:00 | エオルゼアカフェ紹介 現在コラボ中のバセラさんから色々ご紹介して頂きます。 |
| 15:30 | 直樹の部屋 Part 2 吉田Pがゲストとトークを行います。 |

11:30 EST: Yoshida's room.

12:00 EST: Live Letter XVII

2:00 EST: Showing off Eorzea Cafe

2:30 EST: Yoshida's room part 2.

| FINAL FANTASY XIV タイムテーブル ② | |
|--------------------------------|---|
| 16:00 | 「超」超える力 開発チームが全力でコンテンツクリアをサポート！ |
| 17:00 | スペシャルゲスト トークコーナー Part 1 豪華ゲストをお呼びしてトークを行います。 |
| 19:00 | 新企画「FF14チャンネル」始動 どのような内容になるか、お楽しみに！ |
| 20:00 | 「超」超える力 2 開発チームが全力でコンテンツクリアをサポート！ |

3:00 EST: Power of the echo

4:00 EST: Special guest corner

6:00 EST: FF14 Channel

7:00 EST: Echo power part 2

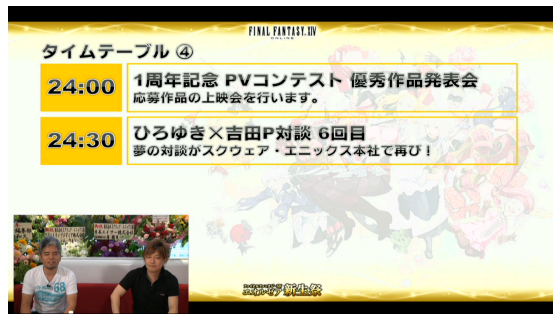
| FINAL FANTASY XIV タイムテーブル ③ | |
|--------------------------------|---|
| 20:30 | スペシャルゲスト トークコーナー Part 2 豪華ゲストをお呼びしてトークを行います。 |
| 22:00 | 「超」超える力 3 開発チームが全力でコンテンツクリアをサポート！ |
| 22:30 | サウンドディレクターが〇〇に挑戦！ お待ちかね！サウンドディレクター祖堅コーナー！ |
| 23:00 | もしもし、私・・・〇〇よ プレイヤーの皆さんのエピソードをSkypeで生電話！ |

7:30 EST: Special Guest Corner 2

10:00 EST: Echo power part 3

10:30 EST: Fighting Sound Director Soken

11:00 EST: Hi, my name is (what?) Skype convo with mysterious person



12:00 EST Content winners

12:30 EST Hiroyuki versus Yoshida

Many staff members are about to introduce themselves.

F: One at a time, do you have a message for the players?

Takai: Very excited for today.

Soken: I'm in between NQ and HQ hiroshi??

Yoshi-P: Everyone's voices are so quiet.

Takai: It's very early.

?: Hoping for a second year with no big upheavals

and twitch just cut out for this guy's little speech >_<

and we're back

Kasuga: Lead programmer. I'm looking forward to a second, third, fourth year of working on this game. Thanks very much.

Suzuki: Lead designer. Thanks for this first year.

?: ilv 90 His shirt says "Allagan ★"

Komoto: Lead planner. Thank you for this first year. We created a new world (for Eorzea) and I'm very glad. Thank you very much, and all the best moving forward.

F: Come over here Sony programmer ?? Who brought a cake I guess.

Takayashi: I'm from Sony Computer Entertainment. Here's some cake. We would be honored if you could partake. The characters written on there are a little small -- sorry about that.

Y: It's no problem

F: Mic back to Takai. Let's start the Atma Challenge. How about it?

T: I really hate it.

Y: You've gotta get 12 of them

T: I may only get 11.

F: You're quite the expert at the atma challenge, aren't you? (??)

Camera troubles -- not switching to the correct camera

?: I'm in a gaol at the moment getting ready for the 14-hr atma challenge. I'm gonna do my best.

Y: There's a challenge devoted only to the atma challenge. If you want to view both, please open two browser windows and watch both at your leisure.

Everybody: Best regards!!

Takai + friend working on atma challenge... Am I on the wrong channel?

?: Make sure you have your relic weapon equipped.

T: right...

?: Ok you're alright. Going to have to do a lot of fates.

T: Yep.

?: Want to try to get Atma of the Crab?

T: Craaaab?

?: Do a prayer emote before starting, and you'll get one.

T: A prayer?

?: Do an impression of Yoshi-P.

?: You may not drink until you get one. You may not eat until you get one.

T: No drinks? A person could die.

?: I won't be able to drink either.

T: In that case I'm happy. But I don't think I'll be able to hold out.

?: You have to.

Shows off the new huzzah emote

T: Somebody else showed up

Finally Yoshi-P's Room is going to start



Y: That was just a dream.

F: I wonder what that was all about.

Y: Once more...

oh no.

Creepy guy: Congratulations on one year of Final Fantasy XIV: A Realm Reborn.

....

Good luck with the 14 hour broadcast. That's a bit long isn't it.

(Which is why they need this weird filler)

Yoshi-P's Room Part I

F+Y: Thanks very much for that. Whatever that was.

F: Next is Yoshi-P's room. Our first guest is the President of SE, President Matsuda

Matsuda: We started last year in August. Thank you very much for the successes of the year. Thanks for your hard work. You are the best crew in the world. This next year we will begin launching in China. And we are looking forward to another great year.

Y: You don't get nervous at all in these kinds of situations! So relaxed.

M: I suppose.

Y: Please feel free to speak your mind...

M: Four years ago with the launch of the original FFXIV... There were a lot of little things that led to that situation... But from that very difficult situation through everyone's hard work for two and a half years, and without giving up, we were able to salvage the project. It was a tough time at SE but we pulled through.

Y: In order to communicate with a non-Japanese audience we needed to take it more seriously... (?)

M: Final Fantasy has been such an important/powerful brand, and we're glad 14 continues in this tradition.

Y: You mentioned the Chinese version... We already have a Japanese, English, French and German version. And now the Chinese version is coming out. What is your vision moving forward for more translations + markets?

M: Perhaps a Russian version...

Y: What Datacenter would they use?

M: ??

Y: Russia... You don't say.

Y: Personally for us, we'd like to take the game to Dubai. But Russia would be nice too.

M: Putting all jokes aside, I think anybody in the world would enjoy the game.

Y: It would be quite the challenge bringing it to the whole world. A global edition... I wonder if we could do it. We're putting all our efforts into the expansion at the moment (laughter from the crowd)

Y: Fan -- that's the keyword. This isn't just our project but the players are all helping us build this game too.

M: As has been said, this is a game built by the players as much as it is by us. We are excited to keep bringing FF14 to you...

leaves

Y: Snowboarding in Russia is great, I hear.

F: Oh, is it that cold there?

Y: Yeah it's pretty cold. But Dubai is nice and warm. I want to go and see myself.

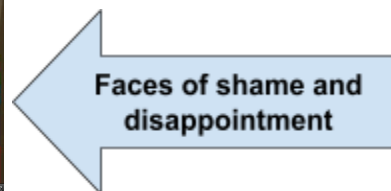
F: The Middle East

Y: It would be interesting. We could hold a World Summit.

F: Let's return to the Atma challenge.

It appears the atma challenge crashed their stream. And it's back.

Takai is riding some kind of high-tech sex toy. It's called a "Rodeo Boy" ;)



Lesson: It is very hard to schedule 14 hours of entertainment.

Y: Alright that's enough of that. Let's make our preparations for the Live Letter.

Yoshida and Foxclon stop commentating but the "Atma Challenge" continues... We will be watching Takai kill fates in Upper La Noscea until they're prepared to start the LL.

Takai sets up a PF for Atma Grinding in ULN. Getting desperate...

T: Will anybody come to save me? Wow that was quick! (full party in 10 seconds)

T: But there's no healer! It's so unbalanced.

T: Ooh I got a stoneskin! Thanks.

He got to "Simurgh is the Word" too late!

Nanamo Ul Namo: There's something I want to say to everybody after a year of the Realm Reborn. It was only because of all of your power that we persevered. Thank you for your strength, courage, friendship... Congratulations on a year of a Realm Reborn!

F: Thanks very much Nanamo Ul Namo for your message.

F: And now we begin the 17th Installment of the **Letter from the Producer Live**. Today we have a more broad category of Q&A - anything having to do with FFXIV. If you're watching us on Youtube or Twitch, please use twitter with the hashtag #XIVLive to send in your questions

Q: These days a lot of the content takes a long time to complete; hunts, zodiac weapons. Will there be less time-consuming content coming up?

A: We want field contents for people to work on while waiting for instances. We've been designing content all along depending on the feedback we get, and we will continue to do so. People needed more things to do while waiting for instances, so we implemented such content.

Q: About the Binding Coil of Bahamut ... Seems like the only end contents are hardcore. Any more casual end content?

A: Well that depends on what you call end contents. We'd consider Frontlines, and other things you can repeat at your leisure after completing the story to be "end contents." Housing related contents as well. Of course we'll be adding even more to do moving forward. Even saying "casual" -- there are many different types of casual players... Crafters/gatherers/etc. We will be creating many different contents geared toward all kinds of play styles, including casual ones.

Q: You'll be introducing a Japanese-style job with the Ninja. Any other Japanese-style elements to be added? Foods?

A: For Eorzea there are lands to the east that this sort of thing comes from. It's not exactly Japan but it's naturally inspired by Japan. Ninja in game will be a bit different than ninjas were historically speaking in Japan.

Q: You've just introduced the draught chocobo... Will there be a chocobo forest with more types of chocobos?

A: Hm I wonder... A place like a "Chocobo Forest"... The chocobos in 14 are raised in Ishgard. All of the chocobos in Eorzea are brought in from Ishgard where they are born. FF series' chocobo forests where chocobos all live and have fun together... the situation in 14 is a bit different. There's also something I cannot say.

Q: What about the particulars of patches 2.38 and 2.4? When will they be coming?

A: Creating Ninja is the most difficult aspect of putting together 2.4 so please wait a bit longer for it.

F: They did say, "particulars"...

Y: Shiva is coming..... “particulars,” huh? Well since there will be a lot more questions in this 2-hour live letter and more content in the 14 hour broadcast... perhaps there will be hints about 2.4’s “particulars” somewhere in there. There’s things that may come out of our mouths we weren’t intending to reveal, for example.

Q: About expansion...

A: Expansion pack, there’s not much we can reveal. The title has been decided. Can’t say what it is though. Otherwise..... hm..... We’ve made a mock-up of the quests, etc. What monsters, fates, etc. will be added. That mock up is complete. We’re still doing checks on the dungeons that will be added. Perhaps we’ll discuss the expansion more at the upcoming Fan Festival. Please look forward to both the expansion and the Fan Festival.

F: So many secrets!

Y: Please wait a little longer.

Q: Will there be more achievement rewards for commendations?

A: We’re making preparations for that. I don’t know whether it’ll be 2.38 or 2.4 that it comes. Sorry, DPS.

Q: Will people who have not cleared the Binding Coil of Bahamut still play in Expansion?

A: Coil will end in 2.4 and other endgame contents will begin after. But these raids aren’t related to the main scenario. So don’t worry about completing them before the main story continues in expansion.

Q: FF13, FF11, DQ collaboration event... More things like this in the future?

A: If it’s possible... But because things will be released in Japan first, it’s hard to release related content for FF14 when only Japanese players will see the connection... We don’t want to leave NA/EU/CH players out of the loop, and it would be wrong to only introduce collaboration events on Japanese servers. When Lightning Returns was released we did the event once for the Japanese release and once for the NA/EU release so maybe we’ll have to do that again.

Q: What about an equipment design competition?

A: Equipment design? That would be quite challenging considering depending on what race/gender of character gears look quite different. It would be challenging for the average player to come up with the sort of nuanced designs we create here. So an NPC creation contest like the one we have, we think, is more accessible. Well... then again if everybody wanted to do it, I’m sure you’d surprise us with your nuanced designs.

Q: Tell us more about the Fan Festival...

A: Our tickets are all sold out. The Japanese and NA events are 2 days and the EU event is 1 day long. It's a bit different than ordinary events so... A bit different than the real FATEs we hold. We're quite hopeful about it.

Yoshida complains about the difficult schedule, travelling around the world, but admits that it's fun.

Q: Any plans to open another Eorzea Cafe?

A: As for us, we're not planning anything. We'd like to continue the current Eorzea Cafe as best as we can. (Something about Morbol Pasta?? Sounds gross)

Q: Is there going to be another Soundtrack released?

A: Of course we'd like to release a new soundtrack in 3.0. Perhaps another one for the 2.x series since there's been music added between the last release. All we have plans for at the moment though are for 3.0

Q: Q about NPCs

A: NPCs who haven't had much of a role yet will be used in things like the Moogles Delivery quests...

Q: There are many contents that people do not repeat after clearing once, like Cape Westwind, and normal mode Ramuh.

A: There's the joy of teaching it to underlings. They're also included in roulette categories so if people are needed for them, they will be included.

Q: Golden Saucer: tell us about when/how you plan to introduce it?

A: Triple Triad! Chocobo Race! (foxclon seems surprised about Chocobo race) You'll be able to collect a Minfilia card for example. (a Triple Triad card?)

Q: Are there plans to change the second Binding Coil of Bahamut?

A: In patch 2.4 there will be new turns in the coil... People will be able to queue up for Second coil in the duty finder, without having to go to fallgourd float. (May still have to queue as a full party).

Q: Will you be adding 8-man or alliance battle contents that aren't raids like guildhests or dungeons?

A: The differences between raids, dungeons, guildhests are a little bit contrived anyway.

Q: Second half: full party mob hunts/guildleves?

A: People are already mob hunting in full parties, and the guildleve system doesn't really need parties but maybe? (?????) If we were to introduce uninstanced party content similar to guildleves we'd probably call it something else entirely.

Q: Is there going to be an extreme ultima?

A: There are people here who want to make one... We have a bit of a tight schedule with our upcoming contents so including extreme ultima would take a bit of time. We'll think about it some more.

Q: Will the Zodiac weapon series employ FATEs again?

A: I can't say that we definitely will not be using FATEs again... But the main point of the next level of the Zodiac quest will be quite different than previous ones. We want to shut down fates little by little eventually? (??)

Q: PvP

A: We would like to add to pvp little by little as we can. People will always be asking for more PvP content

Q: Wolves' Den

A: These days Frontlines is much more popular. Of course when you think of the Final Fantasy series you don't think of PvP so that isn't our main focus. But we do want to create an enjoyable PvP experience, and it's gotten much more popular in 14 with Frontlines. People want to say "I wanna beat this person!!" Looking back at how we designed the Wolves' Den... There are a few problems. People want rankings, etc... We want to focus on improving the Wolves' Den as we work on PvP rather than introducing new PvP content.

Q: Ninja is going to be introduced as a DPS. What about a tank and a healer?!

A: Ninja is the last job that will be introduced in the 2.x series? (doesn't want to say something)

Q: I like Blue Mages. Are there plans to introduce Blue Mages to XIV?

A: Blue Mages are quite interesting... But in terms of party play what role do blue mages fulfill? But then again it sounds like a lot of fun and I definitely would be interested in working on blue mage. The idea of learning abilities in a different way... But how to balance it? We do want to do it but it seems quite a challenge making it work for party play. If we make it so that blue mages have to learn a certain set of abilities like other jobs it won't have quite the same pleasing experience of FF blue mages will it? Hm...

Q: Yoshi, you said 3.0 will bring a change to the job class system, right?

A: Nope.

F: Nope.

Y: Nope. If we changed it it would get quite confusing... There are things we can add but it will not be any kind of overhaul. There will also be a level cap increase. That's all we can say for now.

Q: What will be the item level of the continuation of the Zodiac weapon?

A: We haven't decided the iLv just yet but it will be coming out in 2.38 in about a month.

F: Also can we get replicas of the previous phases of our weapon?

Y: That sounds a bit hard since it's the weapon itself you're upgrading

Q: About equipments introduced in 2.3 for glamour including crafted gear + i80 dungeon loot...

A: There are some crafted gear whose price is quite high in this patch (fishing desynth stuff?) and we're thinking of ways to make it a bit more common so crafters cannot inflate the price quite as much. (??)

That was the end of the first half of the LL. Back to atma farming with Takai.

Kasuga: Main programmer Kasuga

F: reading Kasuga's CV: Play online, Final Fantasy 11, Gyromancer?

Y: Amazing credentials

F: Amazing!

Questions for Kasuga

Q: These days how is being in charge of a team?

A: A lot of responsibilities, people's tasks + schedules, etc...

Y: As a programmer, putting things together seems to be the most difficult part of your task to me. Making sure the graphics engine and the server updates and all work together in time, and scheduling their implementations...

Y: We're working on personal housing up till the last minute... (2.38 release?) Making sure the timing aligns with the graphical team, etc. is important?

K: It's bit of tough spot. In terms of working on the software, we must do our very best. Naturally it takes quite some time to update the software in this way.

??

Y: We will be implementing personal housing in 2.38 so please be patient

Q: about DirectX11?

A: Working on it?

Y: Was asked about this at gamescom.

Q: If you did this year over again what's one thing that sticks with you?

A: Timing issues with the infrastructure team.

Q: Tell us about your character in-game.

A: I play a Roegadyn tank.

Q: Will there be field dungeons coming up?

A: I would like to do something like this. We haven't really thought that through so fully though.

Y: It's a bit hard considering how populated our servers are to have that kind of content (??)
We get a lot of requests for raids that have more players than even Crystal Tower... When we first created ARR we thought a lot about what kind of contents we'd like to include. We talked about field dungeons, but worried about how to balance number of players in that kind of situation.

Q missed

F: Any forecast about the upcoming batch schedule?

Y: Not yes

Q: Something about Shinryu server?

A: ?

Q: Mac version?

A: I wonder what we should do about that...

Y: There'd be lots of difficulties with a Mac version... Graphically, etc. We have yet to discern whether it would make business sense to put out a Mac version. (ie. would it produce enough revenue to be worth the cost of producing it?) The majority of Mac users do not own their Mac for playing games. Mac tends to be more for business/school rather than games. So we wonder how many Mac users would even purchase a Mac version of ARR. If we decide that it makes business sense to work on a Mac version of course we will do so.

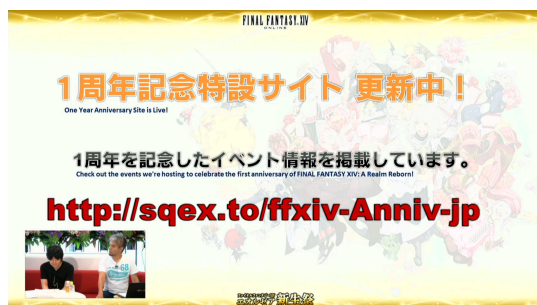
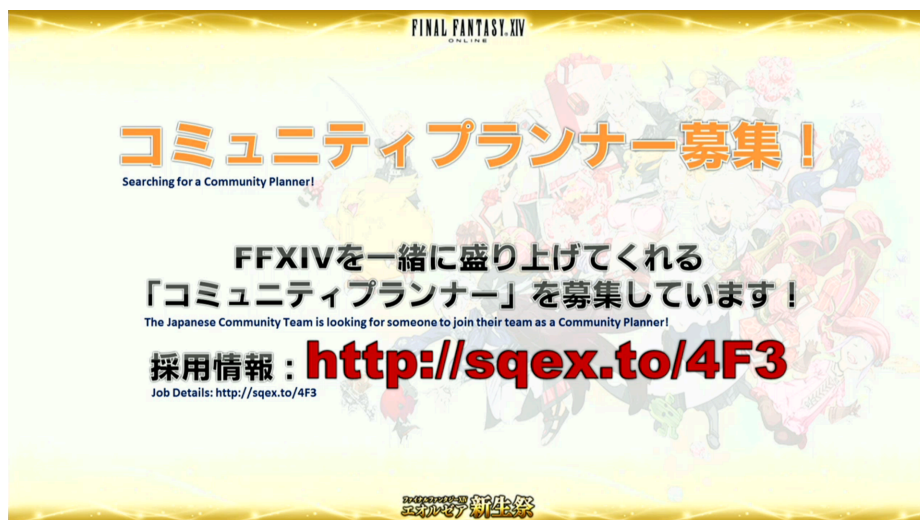
Q: Any plans to add methods of character input for PS4 version? Via smartphone, etc rather than relying on a keyboard.

A: We hadn't even thought of it!

Y: We'd like to hear some player feedback before we delve further. Perhaps we'll add a way of typing with your feet!

Some of the questions for Kasuga had too much technical vocabulary for me to feel comfortable translating! Sorry about that.

The SE team is looking for a community planner! Need a job?





F: It's about that time. Please say your greeting, Kasuga.

K: Looking forward to the second and third year of FF14 and moving forward. Thank you.

TAKAI GOT ANOTHER ATMA! GET HYPE.

It was atma of the crab so he's eating imitation crab meat lmfao.

Yoshi P's room with Wada-san

W: (Talking about the pressures from fans to disclose information / the secrecy of being on the FFXIV team)

Y: At least since I've begun working on FFXIV there has not been many problems with secrecy. Members of the team have been loyal.

W: People have classified documents in their desks, etc. But they never end up in the wrong hands.

W: When you hear "director" you think it's someone who wants to have things his own way. But "producer" is quite different - you think about what others want, what investors want. To be both, Yoshida-san is quite a task.

Y: Hm it still feels like I'm more of a director than a producer.

W: FF14 is quite a bit different from the previous games. MMOs by their nature are longer... FF fans always come back to the franchise. They remember that FF is at the cutting edge artistically (visually, musically, etc) and so even though 14 is of a different genre we made sure it stayed in the spirit of the FF franchise. Depending on the game's number each FF game has its own role to play, doesn't it?

For some reason Yoshi-P and Wada-san are talking about how hot it is in South America?
O_O「南米暑いなああ」

F: Well we're already well behind schedule so we must end our conversation here. Thank you very much Wada-san

W: (parting words...)

Looks like Takai has not been getting atmas...

Y: Aw, it would be much more fun if an atma would drop for you, wouldn't it?

They give him some steak.

T: Oh, my meal is here. This isn't from the Eorzea Cafe, though. Ooh yummy.

Guess we're just going to be watching Takai eat for the next half hour.

Please look forward to it. TM

?: Takai, this is surely what it feels like to be given your meal if you're an animal in a zoo.

T: Oh, now I feel bad for the zoo animals. It does taste good though.

Merlwyb monologues her "[Tale from the Calamity](#)"

Community team's Keikei (nickname?)

K: (introduction)

Shot of Thornmarch EX...

Y: Please equip only PvP gear.

I think Yoshida said that 2,000 players have completed t9 but that sounds like too few so I'm not sure.

People who want to watch the echo challenge can watch it in another channel.

Photo-finish clear on PvP geared mog EX!

Special Guest Corner

Kan-E Senna monologues...

Special guest is her voice actor: Tanaka Rie

Tanaka: It's a bit embarrassing, being here with a different quality about myself than I have when portraying Kan-E

Y: How has this year been for you?

T: This year... Do you mean what was the best and worst part of the year? I've been playing a bit, using the duty finder to interact with players. I even tried my hand at the Binding Coil of Bahamut. It was rather difficult.

Y: Your nails look really lovely.

T: Oh, my nails?! Here let me show you. I have Kan-E painted on there, and the crest of Gridania, and a moogle. It's all painted on there.



T: (questions about fishing + big fishing)

T: Do you have any plans to make your personal room have settings such as, "only friends may enter" or "only free company members may enter" rather than just "public" versus "private"?

Y: As of right now, if your free company leaders set the free company house to be private, only free company members will be allowed in the building, and therefore only free company members will be allowed in your room. As to “friends only” we haven’t really thought of that!

The VA for K-E shows off her personal room. Naturally it’s very Gridania.



Y: Every patch we always think about what new furniture we will add. And we appreciate feedback on what furniture is wanted.

T: (showing off her English) “How much is? How much is?”

T: Finally what primals are coming up?

Y: Next is Shiva.

T: Ooh, Shiva! I’m looking forward to it! One last question... For Ramuh Extreme... The rings that show up are light blue -- I find them very difficult to see... I was wondering if you’d change them to orange or something to make them easier to see.

Y: (gives some excuse)

T: Okay, well that’s all from me. Thank you.

F: Do you have any requests?

T: I would like us to play together sometime.

Y: Oh!

F: Can we have Katou-san over here?

Y: What shall we play?

T: Yes, what shall we... play...?

Y: Perhaps we should take a stab at Frontlines?

T: Frontlines?!

F: Alright let’s make some preparations for that.

(putting up a party finder. naturally it fills up crazy quick)

inb4 twin adders 3rd place disgrace to the elder seedseer...

Yoshida rearranges his HUD layout before battle.

Their party includes an archer for some reason.

Death counter

Yoshida: 8

Tanaka: 5

Back to atma grinding with Takai. The Rodeo Boy XIV is mysteriously absent!!



Is it real wool or is it polyester?

Introducing the FF14 Channel

Doing a giveaway for users (of niconico)

FF14 USB + card set.

First contest: self-appeal

Please introduce yourselves:

Girl1: From me? I don't know where I am!!

Girl2: I like sweets and sashimi!!

Girl3: ???

Girl4: I wanted to become a Miqu'te but I unfortunately did not...

Ani: Everybody is so excited.

Girls: ANI!!!

Lady: You girls are all newbies to FF14 right?

Girl3: Yes I'm just pretending.

Creepy guy is back: (it's the same clip from the Intro seven hours ago)

Next is: Eorzea Common Sense Quiz

Hat guy: here's a quiz of things that anyone who plays the game will know.

They're going to write their answers on those pads.

Lady: 1st question: Who is this this bird famous from the FF franchise? Ch_____

(answer is Chocobo)

Girl2: Chirrol!! Is that correct?

Hat guy: Is that right Ani?

Ani: WRONG (X)

Girl2 tries to answer again...

Lady: You wait your turn.

Girl 3: Chiba-san (Chiba is a prefecture in Japan.)

Ani: CORRECT(O) I have no idea why he said it's correct... O_O

Girl4: Chicchichi.

Hat guy: that's very cute.

ANI: CORRECT(O)

Girl2: But you said mine was incorrect :(

Girl1: Chidori (means chi-bird)

Ani: WRONG (X)

Lady: Two of you were wrong, two were right.

They reveal the correct answer: CHOCOBO...

Lady: Onto question number two: the players in game communicate via emotes. Show us how the "happy" emote looks!

Hat guy: If the character is a guy, this is how the "happy" emote looks. Isn't that right, Ani?

Ani: Exactly.

Hat guy: Show us the girl characters' "happy" emote please.

the girls proceed to do their best "happy" emote

Girl3: I figure the girl's emote would have to be a bit cute. *claps shyly*

Girl2: (shouts something unintelligible)

Hat Guy: well that was a bit too tense to seem truly "happy."

Girl4 says Girl1's emote was very cool.

Ani: That was very cool indeed but it didn't really express happiness.

clip of miqo'te female happy emote

Girls: How cute!

Girl2: Wasn't mine close?!

Everyone: not really, no.

Lady: since the different races have different emotes, perhaps the viewers think one of their emotes was close?

The lady does her version of the emote, and then sits back down totally embarrassed.

Lady: 3rd Question: There are these enemies called Apkallu in Eastern La Noscea... But in this image something is wrong with them. What about the image is incorrect?

Girl2: Those aren't Apkallu THESE ARE! *horrifying drawing*

Girl1: Their heads should be bowed in defeat!!

Girl4: They need to use their butt attack.

Girl3: They swallow your whole body up whole!

... then they all start shouting out a bunch of different, equally stupid answers.

"it breathes fire!!" "it's nails are too long!!" that kind of stuff

Correct answer: they throw sardines!!

One of the girls: IS THAT A MACKEREL?!

Lady: No it's a fucking sardine!!

Lady: Number 4: What do you suppose this thing called an aetheryte is for? It's rather useful...

Girl1: It's a toilet!!

Ani: WRONG (X)

Girl2: It's a teleport.

Ani: Wow. Correct.

Girl 3: It's people's souls

***didn't see girl 4's

Lady: Let's show the answer

Girl2: *yes so smart*

Lady: And with that the quiz is over. Let's move on.

Girl2 got the most points I guess? So she's super excited.

Lady: It's time for these four to play the game for their first time!!

Hat Guy: what will they be doing?

Lady: These girls don't know the game at all but we'll be plopping them into the duty finder.

Girl2: Koike is written there!!! (that's her last name)

They're excited about getting to go to a party. Hat guy explains that "party" has a different meaning in this context.

Girl2: Koike DPS! DPS! Koike DPS! (she has no idea what it means)

Girls: Wow what a huge chocobo! It's so cute.

Girl2: Why are they all wearing different clothes?

Lady: The clothes correspond with their job. See? That person is a chef.

Girls: WOW!

Girl2: Holy cow thats a bear! It's running away! Or wait are all the animals called chocobo?

Girl2: Hey where am I?!

Ifrit queue pops

Girl1: Wow! This is amazing.

Girl2: Cool! Thanks so much!

Girl1: Wow we're in the middle of this.

Girl2: Is that thing "Ifrit?"

Hat Guy: Yeah

Girls: WAHH! So cool.

Girl1: I'm gonna try my best...

Girl2: Ooh I just jumped!

Other girl: Well, thanks!

RUN AWAY!

Where do I go?

Here?

Lady: Nope.

Koike died!!

Girl2: Oh no I'm dead!

Girl1: Where did you go??

We're all dead!!

Lady: Thank you very much!

Lady explains the three battle roles briefly. The girls pretend to understand

Major applause after girl1 successfully uses "cure" on the tank.

Hat guy: How was it?

Girl4: Since it's my first time it was really quite difficult.

(I think they were rated by the Niconico audience? something like that)

Lady: Let's do a quick survey of you, one at a time. Put down your controllers.

Girl1: I want to have fun with you from now on, please be kind!

Girl2: I'm ready for your worst!!

Girl3: I need your help! (idk)

They're all shouting "so close!"

Girl4: *something about her brother playing games*

Looks like Girl4 won for being the least freaky.

Thank God that mess is over! :)

Ifrit EX on Echo Challenge. Second special guest should be coming shortly.

Next up will be Garuda.

Raubahn monologues...

Return to echo challenge before starting special guest #2

Return to atma challenge before starting special guest #2

Nakamura Yuichi is the guest. Voice actor who portrays Thancred.

Drinking a beer together.

All: Cheers!

Foxclon drinks a light colored beer. Yoshi-P drinks a dark one. Nakamura's is in the middle.

Talking about the lifestyle of a voice actor

N: Compared to businessmen it's a bit of a relaxed lifestyle I suppose. Some weeks I only have to work for three hours the whole week. So I have more free time than most other professions. But other weeks are much busier.

...

N: There are some fights in the game like Twintania, Rafflesia where phase changes occur at specific percentages and you'll lose if you transition at the wrong time.

Y: Well for Rafflesia, it was quite different when you didn't have the option to show percentage wasn't it?

N: The most recent addition was chocobo dyeing. But it takes 6 hours for it to change and until then the new color is concealed...

Y: Speaking of Chocobos, once we add the golden saucer there will be races and you'll have the option to train your chocobo in speed?

N: Missed question -- had to do with glamour and being able to wear gear that makes you appear a different job than you are.

Y: Some of the glammers may not make sense but they're people's personal preferences.

..

Y: We received a lot of criticism at the launch of XIV about how certain classes weren't classic final fantasy classes or how we changed classes too much...

N: Mounts are very popular. How about a Raubahn mount??

laughter all around

N: You recently announced the introduction of Ninja... Are there any other themes you're looking to explore. For example 11 had a beastmaster...

Y: In the live letter someone mentioned Blue Mage --that would be fun, but hard to implement.

N: Hm I wonder if a Blue Mage could take abilities from Twintania

Y: Yeah that would be a problem. It would be more or less okay to have a class like that for solo play, but in party content it would be very unbalanced. It might be interesting - and unlike other MMOs - to have a class you can play but not bring it into party situations...

N: How are you planning to balance ninja not just for upcoming contents but for previous contents as well.

Y: We have to make sure that the introduction of ninja doesn't kill the desire to play other DPS classes. It plays quite differently than the other melee classes. Rather than position being of the utmost importance, it's more about managing mudras.

N: As much as we're talking about upcoming changes to the game, it really is a ton of fun to play in its current state.

Y: Thank you very much.

Shirt says High Allagan.

Nakamura will be queueing into something via Duty Finder... Ramuh EX? Titan?

N: Excuse me but I need to use the restroom...

*Checking in on Takai and atma farming looks like he's got 7! More than half way there

They're back and putting Titan EX in party finder. Minimum i80.

Checking out the scorpions Takai had to eat when he got the atma of the scorpion. Smelly!

N: I'm going to check these people's gear...

.... very clutch finish!

N: I look forward to continuing on FF14 for the next fourteen years.

(laughter)

aaand back to Takai, who gives some rando who sent a trade offer 1030 gil

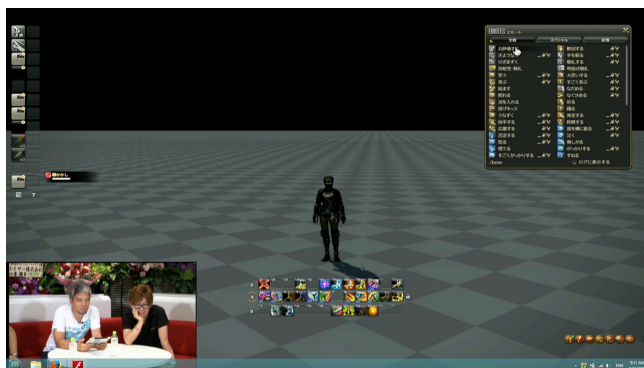
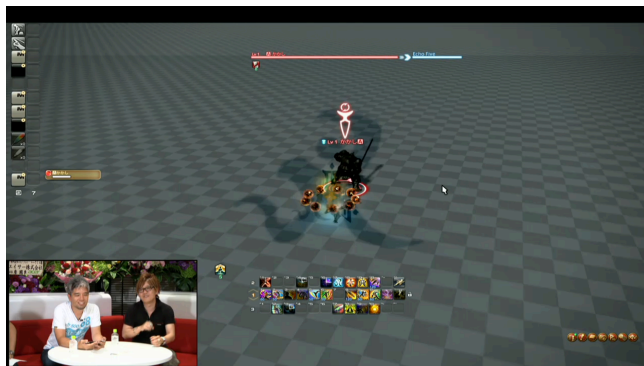
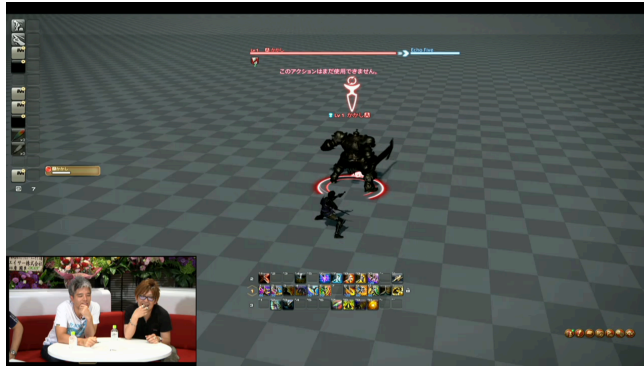
Takai is accosted by a bunch of naked pale Roegadyns. He loves it.

The same guy sends a trade offer again and again Takai gives them 1030 gil.

F: Echo challenge part 3. If the preparations are all made let's move onto the fight.

LEVI EX

Ninja ninja show



F: Before we move on to Sound Director Soken, we'll be checking in on the Atma Challenge with Takai

Soken: Hello I'm in charge of sound in FFXIV. My name is Soken. Hey, I hate that hair.

Weird little titan music video.

S: (flustered) people think that arranging a piece of music is something like three-hour's work...!

A: Well I don't know much about music but...

S: Creating a piece of music takes at the very least a full week of working. Nothing like three hours.

Soken and Ani leave the screen with their mics still on, Soken is whining.

A message pops up "Please wait one moment please."

And they're back.

Soken is doing a live performance :o

Soken keeps saying "Evenings in Sendai"...

S: I really only have three hours? *whine*

**pharos sirius theme plays after fiddling with the software

S: Oh, this makes me feel so nostalgic!

12 hours in -- off to bed. Thanks for the support!