MrHappy Interview with Naoki Yoshida

1. Many players have been finding changes made to their jobs unsatisfying in *Stormblood*. For example, Dragoon players have voiced that the wind up time for Life of the Dragon to be extensive and punishing. Scholars and Warriors have also voiced concerns with adjustments to their abilities. What kind of feedback has the team been receiving about the changes made to the various jobs?

   Naoki Yoshida:
   We will make major adjustments to each job upon the release of the Dimensional Rift Omega: Deltascape (Savage) raid in Patch 4.05. We will be revealing what kind of adjustments we will be making during our next Letter from the Producer LIVE, so keep an eye out for that!

2. The final encounter in the *Stormblood* main scenario questline is quite frankly one of the most impressive encounters we've had in the story in some time—the community definitely expects an Extreme difficulty for this trial! If a higher difficult is released, can we expect it to rival the difficulty that "The Minstrel's Ballad: Thordan's Reign" provided to players at that time?

   Naoki Yoshida:
   Thank you, I am happy to hear you are enjoying it.

   Since The Royal Menagerie was the final battle in the Stormblood main scenario, I struggled in adjusting the difficulty level because I wanted players to feel the power of Shinryu during the fight—that is why it's a bit on the difficult side. We are, of course, working on an extreme trial for Shinryu leading up to Patch 4.1. We are making adjustments that push the difficulty to the limits so that this fight will be as satisfying as "The Minstrel's Ballad: Thordan's Reign" – please look forward to it!

3. The main scenario in *Stormblood* is one of the best Final Fantasy stories I've seen told in quite some time. Can we expect a similar quality and depth in the narrative of Return to Ivalice?

   Naoki Yoshida:
   Thank you for your kind words for the main scenario. The story of "Return to Ivalice" will add both a sense of nostalgia and a fresh and new perspective, in hopes that all players will enjoy this new content. The story is written by Mr. Yasumi Matsuno, the creator of Ivalice himself, and as fans of Mr. Matsuno, the development team has been full of excitement as they progress through the creation process.

4. Old hunt mobs from A Realm Reborn zones can be defeated incredibly quickly with the new level cap and increased item levels. Are there any plans to dynamically scale these enemies depending on the number of players that are present during the fight (or address this in any other way)?

   Naoki Yoshida:
   I would like to make a number of changes to the ARR zones, like the implementation of flying one day, but there are currently no specific plans for these types of changes.

   In regards to hunt mobs, I would assume everyone would like for us to dedicate our resources to producing new content, rather than taking away from that to work on ARR zones, so for the time being we're focusing on new content creation.

5. Overall, it feels that leveling and gearing up one's character is quite a bit easier in Stormblood than it was at the launch of Heavensward. Did the team deliberately lower the amount of grinding required for players to reach max level and acquire available gear at the start of the expansion?

   Naoki Yoshida:
   Yes, having looked back at the release of *Heavensward,* we made adjustments that would allow players to enjoy the story as smoothly as possible from beginning to end, and then embark on further adventures beyond that, or level multiple jobs.

   Repeated dungeon farming for gear may be the method of choice for some, but we thought that players would enjoy FFXIV more in leveling multiple jobs, rather than being limited to this type of repeated farming.

6. Are we going to be getting more "Jump Puzzles" like the ones in Kugane? I'd like to see the short one in Rhalgr's Reach eventually lead all the way up to his palm!

   Naoki Yoshida:
   Creating content that allows players to climb up onto the palm is not difficult from a development standpoint, but creating the view of the field one would see once having reached the top is not something we can accommodate at this time due to current memory limits. However, the "jump puzzles" such as the ones seen in Kugane have been very well-received, and the development team enjoys creating them as well, so we're talking about adding more fun elements like that moving forward. Stay tuned for future updates!

7. Eureka is a piece of content many players are waiting on, but I don't believe there has been official word of its actual release date. Since the Anima Weapon was released in 3.1, can we expect Eureka to launch in a similar time frame for Stormblood?

   Naoki Yoshida:
   We are currently working on the production of Eureka, but because this is new content with fundamentally different gameplay from any current content, it of course takes time to fully develop. Currently, we're working very hard to keep up with the current update schedule, but the release timing is still not solidified. We will reveal more information during an upcoming Letter from the Producer Live, so stand by for just a bit longer!

8. In our previous interview, you mentioned the consideration of implementing a "Super Savage" difficulty encounter for odd patches. Might we get a hint as to what the first "Super Savage" encounter will be if it is to come in Patch 4.1? Does the team have an official name for these types of encounters, similar to "Savage" and "Extreme" difficulties?

   Naoki Yoshida:
   Production is moving along smoothly, and just looking at the specification documents that detail the battle mechanics makes me a bit dizzy—there is a lot going on during the fight. I think the battle will have a very special feel, and also be nostalgic to some players in its difficulty, but you will have to wait for more information in an upcoming Letter from the Producer LIVE leading up to Patch 4.1.

   By the way, we won't be calling it "V5.0 (Savage)". We are creating an independent battle, and we plan to make it into series. There *is* a name already decided for the series, and while I would love to tell you…I can't yet! :p