

2013-09-20 Producer Letter Live Translation @ TGS 2013 - Part 1 of 2
2013-09-20 Producer Letter Live Translation @ TGS 2013 - Part 2 of 2

Note: I'll try my best to translate once again.
Live translations are much much harder than regular translations so I apologize in advance for any stuff I may miss during the live broadcast. For new people, I'm not a professional translator or anything, I am just translating on my own, wanting to get better at it so one day I might have a chance at working as a translator.

Enjoy,

Rein
Twitch Broadcast of this document: <http://www.twitch.tv/reinhearty>

Follow me on twitter : <https://twitter.com/reinheart> - @reinheart
(I'll tweet when new info is translated on forums, or interview stuff, other XIV related stuff)

Live Broadcast link -
SQEX TV –TOKYO GAME SHOW 2013 –(<http://sqex.to/Aub>)
Niconico Live (9/21) (<http://sqex.to/MCT>)
Niconico Live (9/22) (<http://sqex.to/Fnd>)

LIVE BROADCAST HOURS
PART 1 - Friday, September 20, 2013 from 8:00 p.m. (PDT)
PART 2 - Saturday, September 21, 2013 from 8:15 p.m. (PDT)

Note for Aegisub - # = notes ;= actor
Learned a new trick on google docs so lets see if that helps... might not be useful when they talk non stop...w

Y = YoshiP, F = Foxclon, M = Mocchi, S = Soken, G = guest, my comment
#

Cleaned up part 1 of 2

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#xiv video playing

f; hello everyone

f; wow we got lots of people, thanks you all for coming and also for those watching from online, thanks for tuning in.

f; From here on we're going to be holding a Producer Letter Live in Makuhari, Final Fantasy XIV's stage today and tomorrow.

f; I am Final Fantasy XIV community team, Square-Enix Murouchi

f; Normally for Final Fantasy XIV we have a internet broadcast called Producer Letter Live

f; and today as a special edition, we're broadcasting from Makuhari.

f; Alright since it's Producer Letter Live, I would like to call this person up

f; Final Fantasy XIV ARR Producer/Director Yoshida Naoki, please come out

y; Hello, Hi everyone

y; Says Yoshidaaa (on screen)

f; Thanks for coming

y; Final Fantasy XIV ARR Produce/Director Yoshida Naoki here, thanks for having me

f; Thank you

y; Today, you didn't mess up yet

f; I just did just now

y; Thank you for waiting a long time, we were finally be able release Final Fantasy XIV ARR on August 27th

y; I also mentioned this during the collaboration event, due to the high popularity of the game

y; we ended up without enough servers, we placed restrictions for that reason

y; but that is now cleared up and we have resumed sales.

y; I apologize again for the trouble this has caused.

y; And because we had the character login restrictions and server restrictions

y; I believe there were people that made characters on worlds they didn't want to make

y; and also not being able to play on same server as their friends.

y; For those people, can we get the power point up?

y; We are currently working on world transfer service

y; With this service you will be able to transfer your character from your current existing world to another world.

y; Right now we are aiming for early October.

y; We need to handle your account with care so we're checking and currently going through debug process, so please give us just a little more time.

y; we'll update you all through The Lodestone, so please wait for the update.

f; Thank you

f; Alright I would like to start the producer letter live, but before that we have an announcement from Square Enix.

f; Recently we have lots of phishing mail going on

y; You surprised me, I thought you said fishing game

f; phishing mail, we have a lot of them going on right now

y; I see

y; Some may not understand what phishing mail or fraud means, but basically these people are faking as Square Enix to your email

y; For these guys doing bad it's not that hard to obtain the e-mail address
y; They act as if they were Square Enix and they tell you something for example, put in your square-enix ID and pass here and we'll get your characters to lv50 instantly
y; or give you these great gears. We have been getting a lot of these right now.

y; Your account and password is very important to us, so we wouldn't do anything like that.

y; So if you see any mails like this one, please do not open and just trash them.

y; If you get lured in, that's when it's called phishing. Square-Enix has Dragon Quest X

y; Final Fantasy XI, and Final Fantasy XIV and so I believe you would be using your Square-Enix ID a lot

y; we have something called security token, software token so we recommend for you to use that and want you to protect your accounts.

f; We have information regarding phishing e-mail and security token, software token up on our website so please check it out

f; Please don't take this matter lightly as it's not concerning you

f; We still have something

y; We have more?

f; Yes, since it's TGS, I would like to go over what's going on at TGS

y; I see okay

f; Some people coming for XIV might be missing, we had something called an Anniversary Event

f; as a collaboration with Final Fantasy XI and Dragon Quest X

y; Yes

y; This one is collaboration with Dragon Quest X

(Image of DQX Golems fighting with XIV players)

y; We want everyone to check out how we put in the golems into the XIV world.

y; and next one, this one is nice, you'll be able to get a minion where you can walk around with.

y; We still have some more rewards prepared, so please look forward to it

y; We also have something with XI, here it is

y; When we talk about XI, it's Shantotto, she's going to go crazy and laugh

y; And of course, when it becomes a doll, it's cute

y; We are aiming these for end of the year, so please look forward to it.

f; Going on, we have a booth up for FFXIV, this one is called Titan Challenge, can you please explain a bit about this one?

y; Under the scenario in FFXIV we call the summons as primals, normally you fight them with 4 players in the story but this time you'll be fighting with 8 players.

y; If you win, you'll get this t-shirt Molbol is wearing now, T-shirt which says "I beat Titan"

y; This event is going on over there.

y; At the same time, we had this same event in the US and Europe, so on top of that as a end of event

y; We have Kujitenda (Sabotender Lottery), we wanted people who couldn't attend to help cheer on the players

y; Can you stop saying "It's the scene where Yoshi dropped"

y; Yesterday I participated, since test play this was the first time I fell off in front of large

audience

f; he's joking about it now, but he was really disappointed

y; that was bad.

f; For winning team, we'll have them draw a lottery ticket, on there it has a world name

f; For that said world, every character/player will be getting this Sabotender Earring, that was the plan

y; However, when we were planning to say the 2nd day going to be where it's almost complete, but...

y; all the worlds got selected already yesterday.

y; People in the gaming industry played full on

f; They did too much

y; Yes they did too much, and we have people here today planning to win for their worlds

y; It's not right to have nothing for them, so we have something else

y; Can you please bring the board.

y; I just decided to bring out one more item without deciding with the development team

y; We're calling this "Kujitenda Reborn"

y; Right now these worlds listed here will get a Bomb Earring

y ;This one here (shows slide)

y; I see, we just got

f; This is going to get some excited

f; Congratulations to everyone on Ridill

y; Ridill's here

y; It says Sabotender Board, but has nothing to do with Sabotender now

y; Please try hard to complete all worlds for this one.

y; Thank you

f; We have things like that going on

f; so I want to say please participate, but sadly the distribution of participation ticket was already distributed out

y; really?

f; It didn't even last one hour

y; well... we got the event out this time, I would like to plan other events where we can enjoy the game together with everyone

y; We want to go around different regions, so please look forward to it.

f; That concludes the announcement corner, lets move into our regular position.

y; I'm a bit nervous

f; The feeling of pressure feels different

f; So what we're going to do today is

y; Oh yeah, today we have this broadcasted on twitch, youtube, and nico nama

f; This time it's up on nico nama and Square Enix TV

y; Yes, so for all those watching online, thank you

f; Alright, we have 2 days this time, today we're going to go over

y; Eorzean Census

f; What is this?

y; Eorzea is part of a region, this goes over what is currently going on in Eorzea such as y; what is the difference between races between players, or distribution of player levels.

y; Since it's the first day, there are people that are new to FFXIV, so while we go over the basics of FFXIV ARR we want to go over the current situation with numbers

y; and tomorrow to go over some more deep stuff.

f; Today's stuff is pretty deep too

y; yes

f; Alright lets get into this

y; lets go

f; first page is this

y; First off, the maximum concurrent connections is 344,000.

y; Daily Unique Logins amount, shows how many players are logged in once in that day, that one time is only counted.

y; This number haven't change much over couple days, we have about 617,000 players logging in every day.

y; Like for me I'm really busy right now and I can only login once every 3 days for about an hour

y; I finally just beat the story Ifrit at the Makuhari Hotel

f; You did it? Congratulations

y; thank you

y; Well even for people like me, we only login once every three days but even with that number, it's about 617,000 players playing daily.

y; And the Total Unique Logins number, this is the amount of players that played since Early Access.

y; We currently have 1,080,000 that played XIV.

y; Also I believe the number of accounts is probably going to go around 1,300,000 today

y; So I would like everyone to play

f; Thank you, okay moving onto the actual Character Data

f; Gender Distribution

y; As a data, this surprised me the most

y; In Final Fantasy XIV you are able to create your own character, you can create the looks, gender, name, you can do that all on your own

y; but for Japan, I was thinking for characters, male players will be playing their characters for a long time, so I thought they wouldn't want to look at guys butt

f; you said it

y; yes, I thought it was going to have more female characters

y; it was split in half, and on top of that it was bit more for males

y; for NA there were more males

y; For data this surprised me the most

f; Next getting into Race Distribution

f; It's something like this

y; I was pretty surprised with this one as well

f; it was surprising

y; XIV was being called Miqo'te Online for a long time

y; Miqo'te's are cat looking race with ears like a cat

y; We were being told that there are a lot more Miqo'tes, lets not get into Roegadyn yet

f; Not yet

y; We were pushing to get more Hyur's out and this time we have 33% which was equal amount

y; And what's interesting here is NA/EU is almost exact same as Japan, that was surprising

y; I think people were thinking there were going to have lots of Lalafells but actually it's 19%, 14%

y; And Roegadyn is 6%, 7%

y; What are you using?

f; Roegadyn

y; My old character's name got leaked out so I started playing with a new name people don't know

y; when I play with Roegadyn through Duty Finder, I feel safe

f; why is that?

y; because they are big, they look strong.

f; that's if they are tank

y; yeah, well even for healing, feel like they are going to support us with their big arms

y; I believe for those playing as Roegadyn have high pride

y; Earlier I talked with one of the players but in previous XIV they were playing as different race in previous XIV but in ARR they started playing as Female Roegadyn and felt that since they are unique they won.

f; I see, so for those that want to stand out, you can still do that, let's start with Roegadyn

y; you can use Fantasia potion

f; Yoshida-san, You're Lalafell right?

y; Yes, I am Lalafell.

y; I was thinking there was going to be more Lalafells for NA

y; Like many say Lalafells are cute

f; Breaking down that data a bit more

f; There are two clan in each race, so this order is from the highest

y; We have Hyur, Midlander in first place

y; And what were you?

f; Hellsguard Roegadyn

y; This one? You're 3%

y; You're a rare race near extinction

f; You're mean, which one are you?

y; I'm Dunesfolk, so right around the middle.

f; So it's something like that now, so for those people creating a new character

y; Yes so please look at how you'll stand out

f; Okay moving onto the next slide

y; This one is called Level Distribution, and explaining how the numbers were collected

f; You should explain it a bit

y; Yes, for those that are playing from previous XIV, they play on a world called Legacy Worlds

y; The data that shows everything which includes these Legacy Worlds are the top graph

y; And for those that just started from ARR, it's the bottom graph.

y; Also in FFXIV you have a system called Armoury System where you can play any jobs with one character, for example you can play as Gladiator, Paladin, Black Mage, you can play different classes

y; On top of that we have crafting/gathering classes where you make or gather items as your daily task

y; So this graph shows the sum of all the classes put together.

y; What I want to say here is that most, overall players, specially for the new players around level 30, are playing different jobs and enjoying the game.

y; I really want to point that out, and want to make sure people don't have to worry.

y; When you look at Twitter or Forums, or 2ch, it looks like there are lots of level 50's talking

y; so you may feel that you're not going to reach them

y; I'm still 22, I'm still far off

f; You don't have to express that

y; Sorry. There is no problem so if your friends invite you, just come play at your own pace without much worry.

f; Looking into the levels some more, when you check the average level it's something like this

y; Even with legacy worlds it's still 19

y; Also we don't have Lv1-15 counted in this data, reason why is that, as I mentioned earlier

y; in Final Fantasy XIV you have Amoury System where you can change jobs, and as you get a new class/job you get a Gearset, so there are lots of players out there that goes around guilds to get all the gearsets first.

y; When that happens, the number of Lv1-5 is going to be really high

y; So even with those levels removed we have this number data

f; Okay moving onto next, when limiting to battle class average

y; Right now it's something like this, it went up a little

f; yes

y; this data is from around 9/11

f; yes

y; it's still recent

f; Okay next, this is average level between classes

y; The icon in the middle shows the class, this graph shows how much of the levels are in each class

f; Gladiators high levels are increasing a bit

y; We've been saying we're short on Tanks, we're short on Tanks, so I think that helped people to play as Tanks

f; Next is crafters average levels

y; These are classes that make things, average data for crafting classes is about 18

y; for new worlds alone is 13

y; This is something that's played over time

f; And when you look the average by individual crafting classes

f; we don't have much difference between classes

y; Culinarian is little bit low, but overall average is about 11-30 is where it's at right now.

f; I believe there are lots out there wanting to finish battle first then getting into craft later
y; yes.

f; And we have gatherers left

y; yes, for gatherers the average with legacy is 17, without is about 14. Still got ways to go for this one.

f; And looking at the breakdown for this also, it's like this

f; looks like there are lots are still waiting for fishing

y; Fishing can be done anytime, anywhere so, I believe they just got the Fisher class and planning to fish when they have time, I think that's how it is.

f; I see, moving onto next.

y; We have a matching system called Duty Finder where players can play at ease

y; Let me explain what the numbers on this data shows, as I said earlier you can switch to any class using the armoury system but this is a snapshot from 9/11 at a specific time showing what roles players were playing at that time.

y; As for roles, Tanks are Warrior, Paladin, Gladiators, players that are up front tanking for the party, DPS are damage dealers such as Monks and Dragoons, and Healers are White Mages and Scholars where they heal the party members. In FFXIV we call these roles.

f; And the "Other" showing on this data are those playing Crafters/Gathers

y; Yes, when we took this data, this is the number of players playing Crafter/Gatherers which was 7%

y; When looking at low levels, we're short on healers.

y; For those starting new, you'll get popular so please play as healers

y; Even with higher levels it looks like we're little short on Healers, but as for DPS it didn't change too much.

f; Looking into more indepth data

f; This shows the breakdown for DPS

y; For low levels there isn't the job system so the left side shows the class system.

y; It's nicely split

f; yes nicely split up

y; and the right side shows post level 30 where you can see the jobs

f; This one is split up nicely also

y; When talking about Final Fantasy we got lots of Dragoons, not sure if they want to Jump a lot

y; Dragoons cover 24% of the DPS

y; For Duty Finder the ideal number is 50% DPS, 25% Tank, 25% Healer so it's almost there.

f; Next breakdown is for Tanks

y; Yes, as I mentioned earlier, Tanks are people that defends the party such as Warrior, Paladin, Gladiator and Marauders.

y; Marauders and Warriors, we want some more

y; Earlier today, I was told by a player that Warriors are weaker than Paladins

y; They are harder to play

f; It's more technical

y; You need to bring in a lot of the the additional (skills?) to get it fully out

y; But really, in development team, warrior are really strong, and it's more stable

y; So right now it looks like Paladins can hold the enmity and tank, however
y; honestly Warriors are really strong.

y; Players haven't researched enough so I would like players who are up for a challenge to stand up and play.

y; We the development team really recommend Warriors

f; Okay and lastly, Healers

f; Yes, at low levels we only have Conjurers

y; Yes Conjurers, and as you go higher levels we have more White Mages

y; Scholars needs to use Fairy, pet so until you get used to using the job it may be hard

y; But if you get together with a skilled Scholar and a White mage in a party it give the best healing benefits, so same for this one

y; We would like those that are skilled to try them out and spread it's usage to the rest

y; There are still lots of things to be researched by the players, so please do so.

f; And we wanted to get more Healers so we had a bonus like this one.

y; Conjurer class was able to get the Unicorn mount

y; You're able to get on different types of mounts, but Unicorn was only available for Conjurer class

y; If we're short on healers, we probably have to give more service to the players

y; people call it uni-con, it was a mistake on Twitter, but it's actually Unicorn

f; And this is the last data but here it is

f; Grand Company Distribution

y; In FFXIV there are three Grand Company Allegiance which are Immortal Flames, Twin Adder, and Maelstrom where you enlist and gain ranks

y; This data shows the player distribution in each allegiance

y; It's coming out nicely

f; Maelstrom is little bit low

y; Yes, Maelstrom is little bit low, so we would like some more, to make this balanced out we are planning a bonus

y; You turn in company seals to gain ranks but we should have a ranking system up on the Lodestone soon, so please use that as a way for motivation.

f; Yoshida-san, which one are you?

y; You're going to ask me that? I just beat Ifrit and burned out, so I haven't been invited yet

f; I completely forgot about that

y; None of the Grand Companies came to me yet, I'm not known to the people of Eorzea yet

y; that's mean, people on Niconico calling me non-enlisted, I'll start being famous soon.

f; Yes. And that's it for the number data for Eorzea.

y; We would like to do this in future live letters periodically.

f; Since it's special edition, the time for closing is near

f; When talking about Producer Letter Live we have

y; we have

f; we have it where you leak information

y; If we end it here, during E3 on the first one, when we did that one people said it was pointless, and wasn't even needed

(I'm also at fault for saying what I said at the end of my translation... orz)

f; Therefore, lets talk about what's going to be talked tomorrow and summary of patch 2.1

y; Okay, Final Fantasy XIV is an online game, we have updates like other games, but we call these patches.

y; Final Fantasy XIV ARR is known as 2.0 at the timing of start. So the next update is known as patch 2.1.

y; We are planning to release this big patch within this year.

y; First I want to talk about the digest of this

f; You said within this year

y; Yes

y; First we got Good King Moglie Mog XII battle, where you fight against Moogles

y; This will be introduced, this is Hard mode so you'll be challenging at level 50

y; They aren't primals, so we'll get into the story of why the King was summoned in Eorzea, please look forward and follow the storyline

f; next

y; Extreme Primal Battles, currently we have primal battles with Ifrit, Garuda, Titan, but you'll get to fight them at the Extreme mode

y; I think it's fun

f; Yes

y; On top of that, we have one all-new dungeon, along with that in XIV ARR we will be adding two hard mode for existing dungeons.

y; Just think of it was more places to go once you hit 50

y; The dungeons will have new gimmicks and boss, so think of it as 3 new dungeons being added.

y; This is the new dungeon that's being developed, Pharos Sirius

y; For those that played the scenario I believe you went to the island but couldn't get inside while thinking there must be something there.

y; You'll be able to get inside with everyone.

y; Sorry for the wait

f; Crystal Tower

y; For Final Fantasy fans you may know this one, but this is the last dungeon from Final Fantasy III

y; This will be coming to FFXIV with the current quality. You will be challenging this with 24 players

y; Don't worry, the difficulty isn't set to where if one dies everyone is going to wipe so please don't worry.

y; For that reason we delayed the release

y; If one is going to die, you all die together, it's fun

y; people on niconico don't say it's gisugisu (gisugisu is just sound, but means something like where everyone has to do it perfectly, hard, limited to that group, etc...etc...) online

y; On top of that we have Housing, this was the one our Wada has been talking about for a while

y; We finally got this one, housing area for Ul'dah, Gridania, Limsa Lominsa will be opening

y; We'll get into the details for this one tomorrow, we got lots of parts, 380 parts ready at start. So we'll get into this with the latest video

y; Wolfe's Den - This will be the first for Final Fantasy series but it's a player versus player, where players fight against each other for their pride. It's an area for those with fangs to fight inside this den.

y; For those that don't want to get into these kind of stuff don't have to get into it, they are locked into this den so you won't have to worry

y; We'll get into details for this one tomorrow's live.

y; For those that didn't play Final Fantasy XIV yet, we have a lot, we have story, you can fight primals, you can have a house, you can do PvP, we have all of them so please check it out.

f; We still have more

y; We have more? Oh yeah, we have more for 2.1, all these are for 2.1

y; We have treasure hunt, where you find treasure on the field using treasure map. You can play this solo or with a party. It's casual.

y; We have a hard mode for a certain boss, we cannot say the name yet

y; We'll have a hard mode for this one, it was done really well during development but

f; it was really hard

y; it was really hard, if we put this in we said no one would be able to clear, so we decided to stop.

f; So the current boss is actually the weaker version

y; Yes, it was implemented as easy mode, so the person who was in charge of making it was really disappointed saying "I really worked hard on this one" when he heard the difficulty was going to be lowered.

y; Next we have beastmen daily quest, we call those that summon the primals beastmen

y; right now in XIV people think of them as bad race, but they also have a complex reason.

y; this content gets into those. You can make communication with the beastmen every day and play.

y; You can basically play this solo, you don't need a party for this one.

y; Also we'll be introducing Random Matching feature in the Duty Finder

y; I think there are people out there thinking it's hard to get those totemstones, from 2.1 by turning on the random matching option to join in on any random dungeon you'll get a token as a reward.

y; So just by playing every day, you'll be able to upgrade to a better gear.

y; With this for long term, those who want to stay up in front line, I shouldn't say too much

y; Well just get up front while making sure to watch your health.

y; And for those that play hour or two a day, you'll be able to get the gears over time through updates, so please look forward to it.

y; Everything said till here is in patch 2.1

f; When we list everything out it's like this

y; Yes, there are lots, is development team going to be okay!?

f; Yoshida-san, you're going to say that?

y; yes.

f; Aside from this we have user interface modifications

y; yes, yes, we will be making the user interface changes from the requests we received, also the item sort feature is already being worked on so we would like to release as soon as possible
y; what was listed here are all the playable features
f; We'll be making many updates so please
y; Oh yeah, barber isn't listed, it's in there, there was too many I forgot it
f; Thanks for pointing that out
y; We'll have a content where you can change your hairstyle
y; We'll add this one in the list for tomorrow, sorry I missed that
f; Well the closing time is here, we would like to announce regarding what's going to be talked tomorrow.
f; We'll be going over Crystal Tower, Housing, and Wolfe's Den.
f; Also it's not patch 2.1 related but we have Bahamut's Labyrinth, there are lots that haven't seen this one yet, so we'll be showing that.
y; So tomorrow, we'll be picking up on the biggest content and talk get into more details for players that are already playing now.
f; We'll be picking up the questions we received in advance and answer
y; Yes, tomorrow we'll be answering everyone's questions like the usual Live
f; Okay can you please give the closing statement
f; First day of the Letter Live is ending
y; Yes, recently our live is getting longer and it's 2 and 1/2 hours long so, it's fast
f; can you please give a comment to everyone
y; Thanks to everyone's support we were able to release Final Fantasy XIV ARR, we have increased the amount of servers, and in October we'll do more. We got it till here and as you seen the numbers earlier we as Square-Enix want to keep on going without a limit, not only 1,000,000 but 2,000,000. We want to continue to keep this Final Fantasy as a FF where we build together with everyone. Please continue to support us. Thank you.
f; We would like to conclude the first day of Producer Letter Live in Makuhari, Thank you
y; Thank you.

part 2 of 2 - Cleaning up translation

f; Hello
f; Thanks for coming
f; We have a lot here
f; To everyone watching from online, thank you as well
f; We would like to continue from where we finished yesterday and start the Producer Letter Live in Makuhari.
f; Continuing from yesterday, this is your host Square-Enix Murouchi, thank you
f; I messed up

f; Okay we have lots going on today, so I would like to call him up
f; Final Fantasy XIV:ARR Producer/Director Yoshida-Naoki, please come up
y; Good morning everyone
y; We have a lot here, it's showing "Yoshidaaa" again
f; This text is going around a lot
y; I'm sneezing a lot recently, I feel like someone in Rockman (Megaman) shouting Yoshidaaa *
(*He's referring to 2ch forums, they call Yoshida out using Megaman ascii art shouting
Yoshidaaa)
f; You finally brought that one up
y; Yes, yes
f; Thanks again for today
y; Thank you
f; Before we start we have this corner again, we have an announcement from Square-Enix
f; announcement from Square-Enix
y; you said it twice, it's important. Is that part the important stuff?
f; Recently there are lots of Phishing e-mails going around and this one is to warn everyone
y; Let me explain to those that didn't see the event yesterday or couldn't make it to TGS, let me
explain
y; phishing e-mail may sound hard, but basically people are faking Square-Enix's name and
sending sweet e-mails to users trying to lure them into entering their Square-Enix ID and
information and saying they will give gil.
y; Please be careful of your own accounts, once your information is stolen, it's possible your
items can be taken.
y; There are many times you may use the Square-Enix ID for playing Dragon Quest X, Final
Fantasy XI, and XIV.
y; We are recommending everyone to please use the Security Token or the Software Token is
for smartphone, android and iphone devices for free, so please use them.
f; yes, information regarding phishing e-mail and methods to protect your account is posted on
the Square-Enix website so please check it out.
f; Alright,
y; Alright
f; It's as if we're going to start the Producer Letter Live, however, today we have a guest at the
beginning
y; guest!, If we say guest too many times, people may think we're talking about housing....
f; he talks too long so it's okay
y; he talks long
f; lets have him come up, Lighting Returns Final Fantasy XIII Kitase Yoshinori, please come out
k; Hello, thanks for having me
y; Thanks for coming
f; I believe everyone already knows regarding the collaboration with Final Fantasy XIII, this
image with two of you is starting to get normal.
k; Yes, during E3 we talked about doing a collaboration, and doing Final Fantasy collaboration is
fun.

y; I get really nervous still just by standing next to you, really
f; how is the collaboration coming out?

y; Development team has been working, yesterday I announced the collaboration with Dragon
Quest and FFXI

y; Since today we have Kitase-san here, I apologize for the sudden announcement but we have
something that moves

k; really? I was told there was something today

k; there is something that moves?

y; yes, so please do quality check when you check it out

k; I haven't checked it out yet regarding the collaboration

f; let me show what we have shown so far for the collaboration, here are the still images

f; it's where you can become Lightning and Snow

y; It's where Lightning comes into Eorzea

f; And today, Yoshida-san, we have a video right?

y; yes, lets go to the side

k; if it's dull, can I give it a NO GO?

y; so this will be live quality check, please show the video

(FFXIII collaboration video playing)

k; oooh

y; What did you think?

k; I was told it was going to be collaboration with Lightning, but there was more

k; There are Odin and Bahamut in XIV, but there was XIII version in there

y; yes, the staff didn't just want Lightning simply coming into Eorzea so she has a purpose

y; staff worked with Toriyama-san on the scenario and they got really heated up

k; Once the staffs started they got into it, we started the idea, but now the staffs got all into it

k; exchanging datas and stuff, it looked fun.

y; Just as you saw, we got events and scenario

k; I was thinking it was just going to be gears

y; No we went full out

y; what do you think of the quality?

k; what do you all think? (asking audience)

k; It was good right?

y; Thank you

y; I'm relieved

f; I have one more question for Yoshida-san, this one we just seen where we fight with Lightning

f; When can we play this?

y; Kitase-san when was Lightning Returns FFXIII being released?

k; It's November 21th, so two month from now.

y; So in order to celebrate that day, this will be released on November 14th, a week earlier

y; The story has a meaning for it, so the story where Lightning comes up in F.A.T.E. will start so
we want all the players to look forward to it

k; I'm playing XIV, so I would like to experience this in-game

f; So inside FFXIV

k; I haven't seen the event or anything yet

y; Please don't give it a 'no go' after it's released

k; calling out in-game online, doing GM call on it.

k; Don't worry I won't do that

f; Thank you

f; Kitase-san needs to prepare for the next stage so that's it but can you please give a comment to the audience

k; Being able to have Final Fantasys do collaboration together is pretty new, for us developing it was really fun, so I hope players can enjoy as much as we did, and play both titles.

f; That was Kitase-san from Lightning Returns Final Fantasy, please applaud

y; I was nervous

f; Well that was collaboration with Lightning Returns

f; lets go back to our position

y; yes

f; so that one was F.A.T.E. right?

f; What are you going to do with the BGM? Is it that one?

y; Having that BGM with that XIV's logo

f; Yeah that was amazing

y; When talking about Lightning, well we would like the players to look forward to the BGM when they join the F.A.T.E.

f; Okay lets get the 2nd day of Producer Letter Live started

f; Lets go over what we're going to talk about today.

f; We'll be introducing and going over these four topics

y; Yes, yesterday we had new people so we went over the numbers and going over the basics

y; and today, it should be more in-depth talk like our usual Producer Letter Live

f; alright lets go to our first topic

f; The Binding Coil of Bahamut

y; yes

f; Can you please introduce this content

y; yes, The Binding Coil of Bahamut, is a content which is playable from 2.0

y; Out of all the playable contents, this is the hardest which requires a full 8 player party.

y; Currently we have 5 turns (as of 2.0), after this we'll continue updating and progressing through the scenario

y; Right now we have the introduction scenario out, but I believe no one have beaten all 5 turns yet.

y; Looking at the customers, I don't think anyone heard that, so should be safe to say that.

y; After completing the 5th turn there is a major cut scene but I don't think no has seen it yet.

y; What I can say, is for those that have seen Final Fantasy XIV opening movie

y; After Bahamut burned down the world of Eorzea and what happened to Louisoux, this end content talks about this.

f; So today, there is this Binding Coil of Bahamut which most haven't seen yet, so we have a video

y; Yes I want to show what it's like inside.

(Video of Binding Coil of Bahamut Playing)

f; amazing

y; Well the environment for all 5 coils are different, and you'll see the chains you saw falling from Dalamud in different ways

y; It will explain what that large body was all about through this content.

f; The feeling seems really different

y; The story is really in-depth so want everyone to enjoy over time

f; For us we are already used to listening, but the BGM is pretty amazing as well

y; yes, arrange version of Answers. Once the battle starts the tempo changes while keeping the Answers

f; We would like everyone to challenge one day

y; Right now, this is the most difficult dungeon but as time goes we'll have bonuses as we get new patches so everyone will be able to clear it.

y; Just play at your own pace and you'll be able to get there so please do not worry.

f; Okay we have some questions regarding the Binding Coil of Bahamut

y; okay

f; first question, we talked earlier, but how many cleared all? So far none, right?

y; None yet, we have a reports of the first group in the world clearing the 4th turn, the group that were famous since Final Fantasy XI, The Order of the Blue Garter.

y; I believe they have three groups but one cleared it

y; For Japanese groups, we are started receiving reports for 4-5 groups beating the 4th Turn.

y; Lots are having a really hard time at the 5th turn.

f; Hearing those numbers of groups clearing, did this go over your expectation or not?

y; I was thinking it was going to take 3 weeks to clear 3rd turn, but Blue Garter go through it in 2 weeks so they were a week earlier.

y; But the timing when other groups started getting through was about 3 weeks, so it's pretty close to my expectations

f; moving on to next question, Do you have any plans to release more turns in patch 2.1?

y; I will talk about this later but, we are going to have new Crystal Tower content releasing in 2.1.

y; Both of these are going to be updated over time, so in patch 2.1 we'll have Crystal Tower

y; and in 2.2 we'll have new content for Bahamut, then in 2.3 with Crystal Tower again

y; it's going to go in that order, so it's coming in 2.2.

f; Okay, thank you. Next question, right now the progress is reset every Tuesday

f; Can't you make the reset timing shorter so we can help others more?

y; Let me explain the concept, right now not much haven't tried the Binding Coil of Bahamut, but this one is really difficult, in each Turn there is a boss and every time you beat it, your progress is saved.

y; That information is saved for 7 days, so you won't be able to go back and do same Turn over and over

y; We have no plans to change this anytime soon.

f; I see

y; Sorry

f; Thank you, okay next question, it's similar question but, currently the person with the most

progress needs to be the leader but do you have any plans to change this?

y; For this one, we are going to check players status and want to decide which players flag is most effective.

f; I see, thank you,

f; Lets go one more, you mentioned before that the difficulty will be eased over time, will this be done with new gears, or is the actually difficulty of the content going to be eased, how is this going to be done?

y; We have quest instanced battles where you fight with NPC's, once you die couple times you get a buff, it will be something like that. So once it's eased, players will get protection from the crystal and get a buff which should make it easier.

f; So as time passes it's going to get easier and easier

y; yes

f; So it's safe for the players to think that they will be able to go there one of these days?

y; yes, it will be that way. We're saying we're going to expand on The Binding Coil of Bahamut but not being able to progress even before that isn't good.

y; I have said this every time but, FFXIV ARR just started and this Binding Coil of Bahamut is like a mountain in which no one have climbed before, as time goes on this mountain will have hills which makes it into more of a hiking course.

y; Once at the top you'll have another higher mountain, so those really into challenging will lead up front of everyone, while everyone else follow up later on through the hiking course.

y; If you try to do too much ahead of everyone, you're going to feel heart broken many times (because of the difficulty)

y; Dev team's heart broke so many times

f; Let us conclude the Binding Coil of Bahamut and move onto contents coming patch 2.1

y; lets go

f; First one is this, Crystal Tower

y; This art is released for the first time

f; This is an amazing art

y; The one on the left, on bottom right you see the adventurers.

y; And it looks like they are about to get smashed by a enormous something

y; And the right side is like a mash up of all the bosses in Crystal Tower

y; For those that played FF3, they may notice some monsters they fought before

y; Looks like everyone is surprised from a manga

y; okay please go to next slide

f; can you please explain the content?

y; For Crystal Tower you have full party times 3, in a full party you have 8 players but it's times 3 so it's for 24 players

y; I mentioned earlier but this dungeon from Final Fantasy 3 is returning with the current technology and quality, and we want the players to aim for the top.

y; And of course, you'll see some well known bosses, bosses from FF3 will be coming out.

y; This is a end content dungeon so once you hit level 50, you'll challenge this with 24 players.

y; Well this should be much easier than Bahamut

y; This is the screenshot, let me explain while showing images

f; Okay can you explain some more?

y; This is the entrance, dang I said it

y; Inside is something like this

y We don't have the player character placed inside so it's hard to tell it's size but it's really big

y; 24 people are going to be moving inside here, and we also have this

y; Some may be thinking "is this a tower?"

y; How many of you played Final Fantasy III to the end?

y; We have some, I believe for Crystal Tower, you had to go through Ancient's Maze first to get inside

f; yes, yes

y; We showed Lightning earlier, but we are really working hard on Final Fantasy series so we don't want you to think you can enter Crystal Tower easily.

y; Let me just say that

f; I see, so there is something before that

y; Yes

f; With that said, I think people have more questions

f; How will this be different from Bahamut?

y; Even in 2.1 Bahamut will be the hardest content, so this one is more casual

f; You can play it more casually

y; Yes, it also works with Duty Finder so should be fine

y; When we first made it, it was way too hard so we said that's not good

f; okay, lets get into the questions for Crystal Tower

y; The screen will change as we go, so we would like everyone to watch the images, I will also go over the images while answering the questions

f; ok, first question, when participating with 24 players, how is the party list going to look?

f; Is it going to be where we have three of the existing party list?

y; There are lots of people playing on the PS3 and it's taking up a lot of space, so we are planning to make a specific list for this.

y; I've said it's basically full party times three so, basically you just need to worry about your own party

f; Related question, in that 24 player alliance, how will the roles playout?

y; I mentioned this yesterday but we have Tank, DPS, and Healers, this is also full party times three. It won't change from the set up you have now.

y; You have two Tanks, four DPS, and two Healers and times that by three

f; So it's three of that

y; yes, yes

f; Will all 24 players fight together?

y; Can you go back two slides?

y; That's good, thanks

y; This one

y; I think you can see three stones up here

f; yes, yes

y; We have it where you fight a enormous monster with 24 players, at same time we have three

path, with three stones, and three parties, you know the rest.
y; why did you sync with me there?
f; I had to for this one
y; I see.
y; When we first made this, it was really horrible
y; There was stuff like, all three parties have to do it at the same timing, or dodge in order
y; It was impossible
y; You'll all go in together, and die together and retry from there
f; so don't have to be all worried
f; okay moving onto next question
f; About how much time is required for each play?
y; We are estimating It will be about 90-120 minutes, reason why is that you may wipe couple times, require time to buff up, also take down the boss but need time to raise and wait for weakness to go away and such
y; so when thinking about all that we are aiming for 90-120 minutes
f; thank you.
f; okay next question, in patch 2.1 you will be introducing item level requirements through Duty Finder, for Crystal Tower, what level is it going to be set at?
y; It's not that high, we're not going to ask for the gear level from Bahamut so
y; We'll make adjustments at the end looking at players data before releasing
y; For now we want players to get a Relic and it should be good, somewhere around beating Titan Hard mode or right before that. We are currently looking into this one.
f; So we'll need to wait for updated information
y; yes
f; Okay next question, might be a bit early, but can you please tell us the rewards from drops and clear?
y; I didn't bring that one, however, go look through Final Fantasy III walkthrough books, websites and check out the end-game gear, such as Fuma's something, stuff like that will probably be obtainable.
y; This room is pretty huge, but if you look carefully there aren't any guard rails on the side
f; It's huge
y; There are no walls in the center throne room either
f; that is curious, you can kind of guess the rest
y; yes
f; Dunno what kind of fate it is but today we have the Titan Challenge going on
y; ah crap, that just raised a flag
f; I'm curious
y; yes, lets just leave it at that.
f; So if players want to know the gear drops they should look at FFIII sites and guidebooks?
y; yes, please look through them
f; you may find hints in there
y; Also please look at the monsters, you might see some moves in there and look forward to how those will come back to XIV with current graphics.

f; OK let's go to next question

y; Stop writing "OchiP"

f; That was yesterday, today is fine

f; Will we have a arranged version of FFIII's Crystal Towers BGM?

y; We had Lightning music earlier, but music is already made, for me FFIII is one of the FF system that was complete with Job system

y; For those that played the original Famicom version know that you couldn't save and it was really hard, you could of lost 2 hours of work, that was the normal back then. So Soken Masayoshi finished up the BGM, so please look forward to it.

f; Yoshida-san, you already gave the OK for this one?

y; Yes, it's good

f; Okay please look forward to it

f; Moving onto next content, Housing

y; We're not going to have 'that' person come from Columbia? (Referring to Mr. Housing - Wada)

f; That's enough for today

y; Ok housing,

f; Please explain the details

y; We have been talking about housing for a while, let's go over

y; Housing, I believe lots of people are forming Free Companies but you'll be able to have a Headquarters for your Free Company, there are three regions to choose from, Ul'dah, Limsa Lominsa, and Gridania.

y; You buy the land and build the house on top of it.

y; There are three sizes available, small, medium, and large

y; And as for parts we have about 380 types available at start

f; That's a lot

y; I believe it will be where crafters show your skills

y; For battle classes you'll be busy gathering materials for them, I believe there will be situations like that.

f; Okay

y; Lets go over the image while we..

y; Oh wait that's wrong

f; We have a video

y; We have a video, until now we only showed Limsa Lominsa but we have others inside this time so please check it out. Alright let's go to the video.

(Housing video playing)

f; There was a lot of things that made me curious

y; I believe in the video it was showing lots of exterior, interior parts

y; What you see in the art right now is the Limsa Lominsa, and the next slide

y; This was our first time showing but this one is Ul'dah's artwork

y; As you have seen, we have it working on the demo and it turned out something like this.

f; It was in the video but the exteriors was changing a lot, that's what you mean about different parts?

y; Yes, S, M, and L size each has 5 base patterns. There are different walls, windows, doors, roof, roof material, chimney, put on weather vane or not, put up a fence or not, what kind of fence, and for all of them you can change the color, I think I'm missing something

f; So that's for exterior, next we saw the interior

y; Yes the interior, you can put a lot inside

y; There are FF like furnitures to standard furnitures, everything has been designed to match Eorzea. The art team has designed every piece so please look forward to it.

y; Fighting isn't the only thing to do in Final Fantasy XIV, this is one of the strong living (everyday life) content, so please look forward to it.

f; No matter how many times I see it, the molbol chandelier is amazing

y; That, art team calls it the molbol set

f; There was even a bookshelf

y; I placed that in there, in fact I tried one room with just Molbol items but it felt like it really smells

y; felt like the room was going to turn yellow

y; looked like it was going to turn into Aurum Vale

y; You're going to live there right?

f; Yes, I want a small house full of all of that

y; Really? I see

y; Well you can play like that

f; In the end of the video you saw demo of the Ul'dah's housing area.

y; The art is Gridania, on the video demo it was Ul'dah's housing area.

y; I saw in the niconico comment earlier but people are saying "it's better than what they expected"

y; I think lots of people were leaning towards Limsa for housing area, but that's not the case

y; we are really working hard into this

f; Can you choose where you want to live freely?

y; Yes players can decide on that themselves

y; It doesn't relate to Grand Company so you can buy land where you like and build the house.

f; I see, thank you

f; Ok lets get to the questions while looking at the artworks

y; ok

f; I'm sure you can guess what we're going to ask you

y; I'm not going to say the price, I am not going to say the price

f; okay here's the questions, how much does the land and housing cost start from?

f; Please let us know the price for all S, M, and L.

y; I see, alright, then let's start with S size, undecided

f; I see

y; Next M size, undecided

f; I see

y; Next L size, undecided

y; I'm sorry, right now I believe a lot of people are having problem with gil right now.

y; First let us fix it so players can obtain some more gil first, if I say the name right now people

are going to look into their wallets and say "I only got this much right now and the price is that much!?"

y; So I want to look at the players data and decide on the price, so I apologize in advance but we're going to wait this one till the last minute, please wait for it.

y; We're making sure it's going to be well balanced so you don't get shocked when hearing the price, so please just trust us and wait.

f; So for price of housing will be adjusted till right before 2.1

y; Every individual medias always ask me this first, "did you decide on the housing price?"

f; Please wait for it

y; Yes please wait for it

f; Ok moving on, you mentioned you're going to implement from Free Companies headquarters first, when are you planning for personal housing?

y; After receiving players feedbacks and checking servers opening status, we want to open this up as soon as possible.

y; Free Companies one is shared so, it's hard to have your own space with your own taste.

y; Say when I opened up my Free Companies door and seeing everything Molbol

f; Welcome back Yoshida-san

y; I'll be like who's housing is this!? Can I move to another house?

y; Don't want that to happen, so I want to look into this early.

f; okay related question, what kind of things can you do in your own personal housing?

f; for example is it only where you can craft furnitures and place them inside, or can you have a garden to grow stuff, or release minions inside?

y; Even if it's personal or Free Companies headquarters, with this housing content alone, we'll be having updates

y; Like you just mentioned, we'll have a farm where you can grow Gysahl Greens, also you can build Chocobo's breeding house and grow a Chocobo from egg

y; We want players to play for long so we have plans for these

y; Also I get asked this one a lot but we are planning something for crafters called Basement Workshop, you can make your free companies workshop in the basement and build a ships and airships with several crafters working together.

y; We'll be expanding on the housing in order so please look forward to that as well.

f; Thank you, okay moving onto next question.

f; For the furnitures you can place inside the house, can anyone in the free company place them?

y; That all depends on the Free Companies leader and the permissions he gives to the members, if he/she only gives the permission to three people, then only those three can do it, however if he/she allows everyone to be able to move they can do that as well.

f; I see, so it's up to how the leader sets it up.

y; Yes. Right now we're showing lots of FF related stuff.

y; We have objects such as this one, you'll be able to make these and place them.

f; Thank you, lets do one more question

f; For Free Company housing, do you have plans for payment other than Gil?

y; We'll be going with Gil for a while. From there on we'll be looking at how the economy is first,

y; at start we'll be going with Gil, I can't say if we are going to do it or not yet.

y; We'll decide on that after looking at the situation.

y; I also received questions such as can we set up a loan?

y; It's possible for people short paying, skipping payment, so we'll need to look into this carefully.

f; I see, thank you

f; Ok next question,

f; Can we use the market, retainers, or NPC shops inside your housing, or in that housing area?

y; As for the NPC shops you can hire them and have them stand inside the headquarters

y; For housing specific retainer, you'll be able to place a retainer specific stand, so you can have your Free Companies retainer there and sell items.

y; So please think of the housing area itself becoming a large market area.

f; I see, thank you

f; okay, I think it's okay to go with one more question.

f; You mentioned you can make the furnitures with crafter, can all crafting classes participate?

y; I think for Culinarians, they're going to end up making food for the tables.

f; I see

y; It's not like we're going to have a house built from bread

y; However, I believe that's part of role playing, so you can have everyone from the Free Company

y; sit in a round table and eat a meal together. You can have use events like that so it will involve all the crafters and gathers who gathers the materials, and on top of that where battle class bring back home rare item drops.

y; I believe it will become a fun content for all.

f; That's it for the questions, however we still got few more slides so can you go through them?

y; It's really detailed, this one is a doll, I'm sure you can guess that weavers are going to make this one.

f; ok next,

y; These are standard furnitures, book shelves but we want everyone to notice the details put into it, our art team is working hard and being very detailed.

f; It's detailed

y; yes

f; Do we have more?

y; The lighting changes with the light so those are carefully detailed, even for the monster type furniture

y; Bird drinking water, the art shows where the gears are at to make it bend.

f; Looks like it can cover a lot of people

y; Yes, you can have a chair for single person or chair where people can sit together

f; We had some more

y; This is the L shaped sofa

y; This is good

f; Makes you want a big house

y; Right now we don't have a sleep motion, so the other day the motion team asked me if you wanted to do this soon?

y; It makes it possible to come up with some dangerous images, so I'm telling them it has to be safe and not cross that line.

y; Listen up everyone, don't do anything bad.

f; I think for today, this shocked everyone the most.

f; okay moving onto next

y; These are standard furnitures, but we're really working into the details, such as the plates.

y; I think there are lots of MMOs out there with housing but we're really working in small details.

f; This one is another great one

(Looking at Behemoth wall mount)

y; This one huh, it's like "Go take it down to get the materials"

f; It's going to be hard for the materials.

y; This one is nice

f; It lights up, it lights up.

y; It lights up!? Really? I wasn't told that.

f; It's out

y; Here it is

f; Thank you, dunno why I'm thanking but...

y; This one is ugly

f; It was in the video earlier but it's already made

y; Yes it's made

y; It will glow green lighting up everyone

f; I know everyone wants this

y; no no no

f; We would like show you all more later on, but for today that is it.

f; Moving onto the next topic, which is Wolves' Den

y; It says Den for the Wolves

y; Let me explain, Wolves' Den will be the first time for Final Fantasy series, it is a player versus player content.

y; Reason why it's named Wolves' Den is because we want those with fangs (outlaw style players) to fight inside here.

y; For those that want to enjoy the beautiful world of Eorzea or storyline, this is a place where you don't want to walk into. It's a manly content.

f; Can't move to next slide

y; It's a arena where players fight against each other

y; At first we're starting with four-on-four battle

y; There will be three tiers 30, 40, and 50. Some may wonder why we have 30 and not just 50 alone. By restricting the level, you're limited to the amount of skills available, it's pretty fun to come up with a skill set up with limit amount available.

y; So that's fun and reason why we have it set to 30, 40, and 50.

y; And people may ask what benefit is there to do PvP in the first place?

y; First off for those that love fighting games, they challenge their skills, and also you experience a unique battle, so that's where the fun is. For those that love fighting games, I'm sure you understand.

y; This time we also have PvP specific gear, and individual PvP specific skills which can be used inside this Wolves' Den

y; So by gaining points from winning inside this Wolves' Den, you'll be able to get these stuff.

f; So you can really get into playing

y; Just like housing, housing was a content where you don't have to worry much about battle

y; This one may become the ultimate battle contents

f; okay,

y; Going over what kind of place Wolves' Den is, we had this released for Legacy players during the open beta, but we want you to check out what kind of place this is.

(Wolves' Den video playing)

y; As you have just seen the center area that looks like a coliseum is the field where the players fight against each other.

y; I believe this was also shown in Limsa Lominsa's opening, it's around the part where Yashtora turns around

y; The three Grand Companies built this arena as a place where the adventurers can strengthen their skills.

f; Okay lets get into Wolves' Den related questions while going through the images

y; The things you're going to see here are the gears you can get from points earned inside this Wolves' Den. They are PvP specific gear. Please check them out.

f; okay, first question

f; I believe the skill level of players would be different if it was where you had a group matched through Duty Finder fight against a pre-set up group from Free companies and such. How are you going to handle this?

y; What we currently have set is, if you're matched randomly, you will only be fighting another group that is matched randomly.

y; If it's a group that's already set up and have strategies planned out, you'll be fighting a similar group with same set up.

y; For those wanting to go full out, please do so with a similar group.

y; And for those that want to just randomly match and have fun, you can do that with those similar people.

y; You'll most likely not have a situation where a randomly matched group sees a group all wearing similar colored gear and with crests charging into you, so please don't worry.

f; Okay thank you, next question.

f; Earlier you mentioned specific skills, but what kind of skills are there?

y; For example, right now players that play black mage or thaumaturge most likely cast sleep on mobs, you can cast sleep on another player. If the player is slept for a long time, they can't do anything.

y; You'll have a situation where you're slept and can't do anything, while your WHM next you is getting killed right in front of your eyes.

y; These skills can remove the debuffs on your with one click, skill which can remove all the negative buffs, or lowering the actual sleep time. These will be passive action (traits), you just need to have them to take effect.

y; We'll be starting with lots of them and we'll increase more skills later, we are planning a larger

player versus player content called Front Line. So we'll be increasing the amount of actions.

y; We have plans for some which are job specific also.

y; Thank you, next question

f; Do you have plans to release a one-on-one pvp system where people can fight against each other when they want?

y; We get this question from players overseas, they want to do a duel to see how much damage output they can do. We have those request, but as this being a Final Fantasy series, there are lots out there that want to keep the world clean and enjoy the story.

y; So I don't want to make it where people can see players fighting each other in the open.

y; People will get surprised and worry if they are going to get killed out of nowhere.

y; So instead of that, like what we showed earlier, make it where you can fight with your friends inside the housing.

y; Honestly, one-on-one isn't much fun as a content. If you have PLD vs BLM, if the BLM can sleep the PLD that's it on the other hand if the PLD gets near BLM, that's it for the BLM.

y; So instead of that, it's more like something you do with each other as a test, we're talking about wanting to do something like that.

f; I see, thank you

f; Well our time is nearing the end

f; I think we showed all the artworks as well.

y; Did all the artworks also, I see

y; Wolves' Den was short

f; Yes, lets get into the end, so lets move up to the middle

y; People are like "that's it!"

y; But please understand, TGS is really hot

f; It is

f; The event was about an hour long

f; We went over a little yesterday and I am sure everyone is curious, but when is the 2.1 patch coming?

y; We'll make sure to get it released within this year

y; We'll be releasing a lot, so a lot of you may be surprised.

y; Patch is really big, housing is just crazy, please be careful on the amount of disk space you have

f; Yes, please let us want you all about that one

f; So yesterday and today we did this as a special edition of the Producer Letter Live but we would like to continue doing our regular Producer Letter Lives as well

y; Yes, we inconvenienced a lot of players with the login restrictions but after expansion it's being stable now and we resumed our sales.

y; We're planning to further expand in October, so we'll be going over the usual Producer Letter Live, this next one is going to be our 9th one

f; Yes 9th one

y; Up until 2.1 we want to do one every month.

f; We'll do it every month

y; So when's the next one?

f; We would like to do one around mid-October
y; You said it
f; Let's do it
y; Ok we're going to plan to do one around mid-October
y; I believe todays one is bit lacking compared to usual letter lives
y; We normally do 2-2.5hrs, so for the 9th one we want to do something like Housing only
y; We'll be showing and answering Housing related stuff, and of course we'll answer other questions as well.
y; Then the one after to do a special on Crystal Tower, or Wolves Den which includes scenes showing people fighting.
y; Then we announced the plans for the PS4 version for February 22nd, 2014
y; So we would like to go over those information through the producer letter live.
f; We'll follow up on those, so please check out the forum and the official website.
f; Okay can you please give a closing statement.
y; Thanks to everyones support, we are able to launch Final Fantasy XIV A Real Reborn
y; We want to continue to keep this Final Fantasy where we work together with everyone.
y; Thank you for today
f; With that said I want to conclude the event
f; Wait I forgot one thing
y; Now?
f; It's all my fault
y; I just remembered now too.
f; We had the Kujitender Reborn event
f; I completely forgot to go over the current status of the event.
y; I just finished thanking everyone
f; Yes and you finished it nicely, I'm sorry
f; It's currently like this
y; We had them rush and get these stickers made
f; Yep we made it
f; We just received a report for another winning world
f; Congratulations to everyone on Hyperion
f; Tiamat
y; Not yet
f; We got two worlds remaining
y; Two worlds
f; It should be completed
y; I think it will
y; As long as you don't fall off
f; You're going to bring that one up?
y; I really want to tell the game ojisan, I am playing on gamepad
y; Why would I say I normally play on mouse/keyboard
y; I didn't make such excuses
f; You didn't

y; Just saying that, is going to make him say that just another excuse
f; Yep
f; We have lots of experience players here today, but not sure what it is
f; It could be this stage, but lots of people are falling off
y; The main enemy is being tense
f; I believe there are lots as a team they won, but personally they are feeling like "dang"
y; Well it's party play, so as long as you win with the parties effort it's good
f; As long as you win, it doesn't matter
f; Thanks for the board
y; How are you going to close the event now?
f; Well with that said, we would like to conclude the Producer Letter Live in Makuhari
y; Yes
f; Next time, we'll see you at the normal Producer Letter Live or inside the world of Eorzea
f; Thank you
y; Thank you

ORIGINAL LIVE TRANSLATION

2013-09-20 Producer Letter Live Translation @ TGS 2013 - Part 2 of 2

* Note - Live translation is much much much harder than regular translation so I apologize in advance if I miss stuff ><

Today we should be getting info on Crystal Tower, Bahamut's Coil for those that never went yet, new 2.1 stuff hopefully, housing.

From last night's live show, they mentioned about random matching system which will reward players who use it once per day, it gives another way to collect tokens to trade for gear. They're adding 1 brand new dungeon, 2 hard mode of existing dungeon which isn't just simply addition of more mobs but with gimmicks and different boss, extreme primal battles (ifrit/garuda/titan) and return of good king mog battle. Oh yeah, YoshiP said WAR tanks are really good, and most of the dev team use WAR tanks, players haven't tried out all the possibilities, played around with WAR enough yet.

f; Hello
f; thanks for coming
f; we have a lot
f; thanks to everyone on the internet as well
f; would like to start the producer letter live in makuhari
f; this is community team Murouchi
f; let's call producer/director Yoshida Naoki

y; good morning

y; says yoshidaaa again (on screen)

y; feels like someone saying yoshidaa with Rockman (megaman) image

f; ok have another announcement from square-enix

f; we have lots of phishing e-mails going around and we want you to please be careful

y; it may sound complicated but phishing mail is basically people trying to fake square-enix to make e-mails that look like it's from actual SE but faking, trying to steal your information by luring into thinking you'll get instant level 50 or items

y; please be careful to these, we recommend use of token, we also have software token for smartphone devices for free so please use them

y; thank you

f; ok lets start the producer letter live, but... we have a guest

y; if we keep on saying guest people might think it's Mr. Housing so lets call him

f; Kitase Yoshinori from Lightning Returns

g; hello

f/y; thanks you for coming

f; we talked about collaboration with FFXIII LR and XIV in E3 so we have been seeing you up here for couple times

f; how is the collaboration coming out?

y; yesterday I announced the collaboration with XI and DQ

y; today we got something that moves

g; I heard it was something that moves, I haven't actually seen it yet.

f; for those that don't know we shown these previously

y; this time we got this in a video

g; if it's dull I'm going to give a NO

y; so lets make it a quality check video then

y; here's the video

g; (laugh)

y; what do you think?

g; I heard Lightning was going to be collaborated but I've seen other stuff in there

g; there were XIII's Odin

y; well she has a reason why she came to Eorzea

y; we talked to scenario writer and they got fully into it

g; they looked like they were really having fun

g; was thinking it was just going to be just gears

y; what did you think?

g; it was really good

y; I'm glad

f; when can we play this?

y; Kitasesan when is XIII LR start?

(missed) week after 11/14

y; 11/14 story also has a meaning to the event so, please try it out

y; please don't give it a NO after it's actually released

f; ok that's it for LR, please give last comment for the viewers

g; I think it's close to first time where we do collaboration like this with FF series, I would like everyone to try out both titles and enjoy

f; that was Kitase san, thank you

y; I was nervous

f; ok lets go back to our position

f; how about the BGM we're going to have that?

y; well if you have Lighting so, when you join the FATE, please look forward to what BGM you'll hear.

f; ok we're starting the 2nd live event

f; we're going to go over these 4 topics
(bahamut, crystal tower, housing, wolves den)

y; todays P.Letter live is more deep like the usual P Letter we have

y; Bahamut, it's playable content from 2.0, It's the hardest content at this time,

y; content is for 8 player

y; this dungeon doesn't end here, the content will keep on updating

y; I believe no one passed the 5th stage yet

y; looking at customers faces I don't think anyone saying that's not true, so I think it's right

y; the story talks about the bahamut that destroyed 1.0 Eorzea and also goes over Lousioux

y; I would like to show what it's like inside
(video playing)

(nice music lol arrange for answers)

f; wow

y; like this the feeling of all 5 levels is different

y; secrets will be revealed bit by bit.

f; we already listened to the bgm a lot but, that bgm is really good

y; yes we have worked intro the bgm for this one so please look forward to it

y; as the patches go, we'll be giving bonuses to players so everyone will be able to clear them over time, so just play at your pace and you'll get there

f; first quest - how many people have cleared?

y; so far none

y; for the stage 4 - order of blue garter<-- sp? passed

y; there should be other groups passing stage 4 but lots are having hard time on stage 5

f; is this larger than what you expected?

y; I was expecting 3 weeks for stage 3, but Blue garter got it done in 2 weeks so they are fast

y; but for rest it's about right

f; next question

f; do you have any plans for expansion in 2.1

y; in 2.1 we'll be having Crystal Tower, at the same time

y; you'll have crystal tower in 2.1, bahamut in 2.2, and next crystal tower in 2.3

f; ok next question

f; the record resets on tuesday but would you make this easier so we can help others?

y; bahamaut is very hard, so when you beat the boss your record is saved

y; you won't be able to play that stage over and over for 7 days
f; the leader is the person that keeps the latest record but would this be eased
y; we're thinking of doing something for this
f; are you going to add new gears to make the dungeons easier in future, or is the dungeon difficulty going to be eased?
y; there is a system where you get buffs when you die a lot in main story, guild quest, you'll have similar boost so it will be easier
f; so over time you can everyone can clear?
y; yes, just saying we're going to have new bahamut updates would make those people who can't clear be left behind and that's not good so everytime we have new patches, we'll have front end people running head start while others taking a stroll can still reach there over longer time.
f; ok that's it for Bahamut
f; lets get intro 2.1
f; Crystal Tower
y; This is first time for thsee arts
y; On the bottom left you see the adventurers, almost getting smashed by smoething
y; right side is a boss mashup, for those that played FF3 you might know some of them
f; audience is pretty surprised
y; crystal tower is full party x3, content for 24 players to challenge
y; said it earlier but you'll have FF3's Crystal Tower, you'll be aiming to get to the top
y; you'll see bosses from FF3 crystal tower.
f; looks like it's going to be great
y; it should be easier than bahamut
y; these are the screen shots
f; can you show some more
y; this is the entrance, oops I said it
y; inside is like this
y; we don't have player character so can't see the size but it's huge
y; people might wonder where is tower?
y; for FF3 you had to go through a dungeon before getting intro Crystal Tower
y; we're working really intro it just like the FFXIII so don't think you'll be able to get inside the tower so easy
y; this one is more casual, this one will be added to content finder (duty) so please look forward to it
f; ok going intro questions
y; screenshots will keep on changing, so ill g o over them while answer
f; how will the party list look? are we going to show all party list?
y; we have to think about PS3 so we'll have a different list for it, but mainly you just need to worry about your main 8 party
f; I see
f; how will the rolls be in Crystal Tower
y; we have Tank, Healer, DPS, just think it's same as the set up now, 2 tanks, 2 healers, 4 DPS

x 3, for the alliance

f; So all 24 is going to fight together?

y; can you go back 2 slides?

y; this one

y; you see 3 stones on top, there are parts where you go all out with 3 parties, there are parts where you split up into 3 groups, we have different types of situations

y; we had stuff like where all 3 groups had to do everything in sync, and it was really hard in development so we fixed those and it's little bit easier now

y; it's about 90 min to 120 min for each run

y; you'll probab wipe couple times, so thinking of that + stoneskin, protect and all those set up it's about 90-120min

f; next q - in patch 2.1 you'll be adding item level restriction, what's this going to be for crystal tower

y; it's not that high

y; we're not going to ask gears from bahamut, so depending on the data we receive from relic, af

y; at this time we're thinking around relic, where you beat titan hard mode but we'll decide that later

y; we'll update on this one

f; can you go over the clear rewards?

y; I didn't bring this one in

y; just look over FF3's end game gear such as Fuma, and just look at websites and walkthrough books and look over Crystal tower, and you might see some.

f; today we have Titan challenge so yeah

y; don't mention that, well that's a flag,

y; just look at the monsters and what kind of moves from the FF3

y; hey stop writing OchiP (yoship dropped titan...)

f; will there be clear for FF3 BGM

y; music is already there

y; I think FF3 as a complete job system, it was really hard dungeon where you had to play for hours in end dungeon without any save and if you wiped you lost everything so we have memories from there

y; soken is working and music is up so it's good

f; ok next going intro housing

y; been talking regarding housing for a while

y; let's go over, housing is first for free companies, can be bought in 3 nations

y; there are 3 sizes s/m/l, S size, and we have about 380 parts for housing

y; you'll have contents where you gather parts through battle and things as well

y; we have a video also

y; we showed limsa before, this time we got others so please check it out

(video playing)

f; hai

y; hai

y; hai

y; you'll be able to build housing like these

y; we showed Ul'dah's housing area in the video, this is the art

y; it's something like this

f; the looks of housing were different, but when you talked about parts, you mean those?

y; yes we have different wall paper, roof, there are lots

y; then we got the interior, you can put a lot inside

y; you can put standard furnitures, but we also got the art team working on furnitures that related to XIV so please look forward to it.

f; Everytime I look at Molbol's light it's crazy

y; I placed the molbol bookshelf but thought it was going to smell and it's going to turn all yellow like AV

y; you're going to live there right?

f; yes

f; ok we showed Ul'dah's housing at the end

y; this one up right now is Gridania

y; I think lots were thinking of Limsa, but we're really working intro this so Ul'dah is good as well

y; you can choose anywhere to buy land, it doesn't have to be where your grand company is at

f; ok going intro next quest while looking at screenshots

y; I'm not going to answer the price, I'm not going to answer that!

f; ok, well how much is the price?

y; S size, ok ok, not set

y; M size, not set yet

y; L size not yet

y; first I want to increase the price of the gil in the game, don't want to announce the gil now and make people look intro there wallets and go, I only got this much gil!?

y; let us wait till last minute for this one, we'll make sure it's not where everyone is going to be disappointed

y; media's also keep asking this every time but for now let me just say it's not set yet.

f; (questions)

y; we'll be looking at the server and space, but we'll be releasing more

y; Like if you came intro your free companies housing you don't want to walk intro molbol room and go wth happened! so we're going to try and get personal housing as soon as possible

f; can we release our minions and retainers inside the housing

y; inside your housing, we'll have updates

y; you can grow gythar grass, or chocobo raising, those are being planned

y; we also are working on basement workspace,

y; people can work together to build ships and things, we're thinking/planning on these so please look froward to it

f; can anyon in FC place furniures?

y; this depends on the FC leader and the permission they give to the members, it could be 3 or everyone, it's all up to FC leader

y; you'll be able to make objects like these and place them inside housing

f; is it possible to go with payment other than gil?

y; for now we're going to go with gil, can't say we will/not change later on
y; people might ask about loans and stuff, so we'll have to look into this
f;

y; the npc shops that's inside town, we're thinking of being able to hire them to sell items there
y; we'll also have retainer stands where you can place retainers and sell items from your FC
f; thank you

f; ok next question. looks like we can go one more

f; you mentioned furnitures can be made with crafters, but can all crafting make things?

y; culinarians will be making food for the table, but it's not where you can make furniture out of
bread and stuff

y; we have it where battle class gets something and crafters make from those items, it will
involve everyone

y; people might think this one is by weaver looking at the button on the chocobo doll

y; if you look carefully we have the books inside the cabinets

y; depending on the lighting the interior changes so we're being careful on those

y; we're really working on details for them

f; looks like it's going to cover a lot

f; we have more

y; this is L shaped sofa

f; want a big house for this

y; right now we don't have sleep motion in XIV

y; but doing this can make it possible to do some dangerous images so..

y; please don't do anything bad with it

y; these are standard furnitures but we're really working into the details

f; this one is amazing

f; materias for this one looks like it's going to be hard

f; says it's going to light up

y; how!? I didn't hear about that

y; this one is ugly

y; this one is green

f; I know everyone wants this

f; we would like to show more later but for today lets go to wolves den

y; let me explain

y; wolves den is FF series first time PvP content

y; why it's called wolves den is because we want those people like wolves/outlaws to stay in the
den and fight there and not bother other story adventurers

y; at first you'll be fighting 4vs4

y; to be able to set up levels in 30/40/50 is done so it's more challenging,

y; for PvP, as you know in fighting game you'll have unique battles with other players, but we
want that experience in PvP, you'll have skills from PvP only

y; you'll get points while you play through and you can use inside PvP

y; what kind of place is it

y; in open beta, we introduced it to the legacy players

y; but here's a video showing what it's like

(video playing)

FYI - JP name is wolves jail

y; hai

f; hai

y; the center of colosseum is where you battle, you might of seen this in Limsa's opening where Yashtora looks back at the Bahamut's Nail

f; ok lets go to questions while showing images

y; images are pvp specific gear you get

f; I believe the strength between already set up players and duty finder matched group is going to be different

y; for duty finder content it will be only with random players, and for players with a set up group, you will be only fighting other groups that are set up without the use of duty finder

y; I don't think there will be a time where a set up group will fight a random set up group so please don't worry

f; what kind of skills are there from pvp area

y; I believe you can sleep mobs in open but you can do same inside PvP

y; when that happens you'll be sleeping, so these skill can get those negative buffs off instantly

y; or skills that lessen the timer on the negative buffs

y; we are also planning at Front Line after this so please look forward to that also

f; are there any plans for 1vs1 matches

y; lots of people outside of Japan wants to check out how strong they are. People might think XIV is crazy when they are playing through story and seeing players doing 1on1 so we want to make it fun, so we'll have place set up for those.

f; well 2nd days end is almost done

y; that's it? that was really short for Wolves den

y; however, you need to know TGS stage is really hot (heat)

f; when is 2.1 releasing?

y; we'll be releasing 2.1 within this year

y; housing is really crazy

y; please watch out on your HDD space

f; yes, that's a heads up to everyone

y; this time we didn't have enough servers and inconvenienced many, right now we expanded and everything is starting to smooth out, we are also working on more expansion in October so it should get much better

y; up till 2.1 we'll be continuing to do P.Letter

f; next one is around mid-October

y; ok you said it

y; we'll be planning for mid-october

y; we'll be setting up specials showing 2.1 stuff, so 9th one for like housing, 10th for crystal, we'll be answering questions as usual

y; we also have plans for the PS4 so we'll be going over those details

f; last comment for today
y; thank you for coming from early morning, thanks to all your support we were able to start FFXIV ARR,
y; we want to keep this Final Fantasy where we can continue builsing with the players, so please continue to support us
f; with that said we want to end this even
f; wait I forgot one thing
f; it's my fault
y; oh yeah, i just remembers
f; we had the sabotender lottery,
f; currently it's like this
y; we added the sticker
f; congrats to Hyperion
y; Tlamat
f; not yet
y; 2 more worlds
f; I'm sure it's going to complete
y; as long as you don't fall
f; you're going to say that?
y; I never fell before
f; lots of people fall off
f; there are lots feelign pretty disappointed after falling but winning so I know how that feels
y; you're going to end it like this?
f; well, that's it for today, thanks for coming today.

(end)

now go back to game...

2013-09-20 Producer Letter Live Translation @ TGS 2013 - Part 1 of 2

Twitter translation:

TGSと #FF14 ブースは混雑が予想されます。くれぐれも体調管理や水分補給にはご注意ください。タイタンチャレンジは混雑状況により整理券対応となったり、早期に整理券配布が完了してしまう場合もありますのでご了承ください。ご来場される皆さんは楽しいひとときをお過ごしくださいね！

We're predicting the TGS FF14 booth will be congested. Please make sure to keep yourself hydrated and watch your health. Titan Challenge was switched to number ticketing system due to congestion, so please understand that it may be possible that we'll run out of tickets. For those coming by, please enjoy your day!

For those that didn't win the Titan Challenge, you will be stripped naked and forced to wear a subligar to enjoy the rest of your day at TGS 2013. YAY! For those that won, do not worry, you'll still be stripped naked, BUT! We'll give you this star spangled subligar instead to enjoy the rest of your day!

This was mentioned before the live event started, during previous DQX event towards the end of the show.

As Dragon Quest, Final Fantasy XI, Final Fantasy XIV collaboration they will do cross over from each game into their games. For FFXIV:

Shantotto Minion coming to XIV - Will have FATE where you fight her

Dragon Quest - Golem Minion coming to XIV

Devs aiming for Christmas so they can give as X'mas present

Shantotto battle looked fun, was just screenshot, they couldn't prepare video for XIV since they were busy fixing the server issues and increasing server. - Per YoshiP

* Note - Live translation is much much much harder than regular translation so I apologize in advance if I miss stuff ><

#xiv video playing

f; hello everyone

f; wow we got lots of people, thanks to everyone

f; we'll be doing xiv stage today and tomorrow

f; im murouchi from XIV community team

f; so in ffxiv we do something called producer letter live but today is a special version

f; so i would like to call in directorproducer yoshida naoki

y; hello, hi everyone

f; thanks for coming

y; says yoshidaaa
y; director/producer yoshida here
y; you didn't mess up today
f; not y.. i just did now
y; final fantasy xiv arr was released on 8/27
y; i mentioned during the collaboration
y; due to mass popularity we had to fix the servers
y; i apologize for the issues
y; we had login/character restrictions, and i believe you and your friends got split to different worlds
y; we're preparing the world transfer service
f; october
y; you will be able to move character you have in existing world to another
y; we're working on the debug so we'll update you on lodestone, please wait up for it
f; thank you
f; ok before we start the p letter live, we got announcement from SE
f; we have lots of phishing mail going on
y; people might not understand what phishing mail is, some people are faking square enix's name and trying to steal your information acting as they are square enix
y; they say stuff like put in your info and you'll get instant lv50 or items
y; they are sending those kind of emails out
y; if you see any of them, please don't open them, please just delete them
y; if you do open and put in your information your account can be in danger
y; we have token so we would like you to use that to protect your account
f; we have details on how to protect your account on our site so please look into it
f; since it's TGS lets go over what's being shown at the event
f; we have anniversary event, this is collaboration with DQX
y; we have been working on how they will be into the world of XIV so please look forward
y; you'll get minion
y; and with Minion we have this, when you say XI it's Shantotto
y; when she's a doll, she's cute
f; end of the year
y; yes we are aiming for end of the year, so please look forward to it
f; we also have a titan challenge booth
y; we have primal titan battle, normally you fight titan with 4 players in scenario but at this event you get to fight titan with 8 players
f; we also have another event for
y; stop saying where yoship fell
y; I really didn't think I was going to fall
f; we will give this sabotender earring to worlds that was picked after Titan win
f; however the players won for every world so
y; it's not fair for others that still wanted to do this today
y; so I came up with another idea without telling the dev team

y; we are going to give bomb earring to all worlds that wins
f; this one
y; new world just got selected
y; Ridill
y; we just did this last minute, so just forget the name sabotender board
f; thank you
y; hai
f; hai
y; hai
y; hai
f; we finished passing out the number tickets, it didn't even last 1 hour
y; we were able to launch the event, so I'm planning to do different events, so please look forward to it
f; ok that concludes the intro, lets get into the main event
f; hai
y; i'm nervous
f; what we're going to do today
y; oh yeah, we have this broadcasted on nico nama and se site
f; so we got 2 days, today we will be going over
f; Eorzea report,
y; this goes over what is current going on in the worlds, such as ratio of races, levels
y; we'll be going over the game for new people, and for people really into the game we got stuff for you all tomorrow
f; today's event has some good info
y; simultaneous connection 344,000 is the current number
y; daily unique login number - it's number of players logging in once, about 617,000 players per day
y; for some busy people they only play once every threee days but this also caount for that number
y; total unique login, total amount of accounts that logged in 1,080,000 players.
f; ok moving onto character data
y; gender
y; was surprised about this one
y; in FF series you can make your own character but for Japan I was thinking male players would be making female character as they might say I don't want to look at guys ass every time
y; but it was little over half
y; I was surprised about this one
f; race
y; people were calling XIV miqote online, but i was surprised about this one also
y; Hyur came up to 33%
y; NA/EU and Japan is pretty much same ration
y; lalafell and miqte was 33%/19%
y; what race are you playing?

f; Roegadyn

y; my old characters name got leaked so

y; this time when I play I feel safe when I see a Roegadyn

f; why is that?

y; looks like they can protect me

y; there are people telling me they started playing female roegadyn in xiv arr

y; this time i'm playing lalafell

f; listed to the order of tribes

y; what were you?

f; Roegadyn

y; 3%

y; you're endangered race

f; you're mean

y; for those starting new, please think about which race will stand out too

f; ok moving onto next

f; level distribution

y; for those playing from previous xiv, if we have all the legacy players it's the top graph

y; the bottom graph is for all players that started from ARR only

y; in XIV we have armoury system where you can play different classes, you can play as conjurer, gladiator, you can try different classes for that day

y; so this number show the total of every class

y; there are lots still enjoying the game doing this and that, I just wanted to point out that you don't have to rush and get to the end

y; people are worried, I'm still 22, so don't worry

f; you don't have to push that

f; want to look at the level some more

f; this is the average, without lv1-15

y; in xiv you can switch gears but there are people that goes around collecting gear set slots

y; but even removing those number it's like this

y; battle level average

y; data is from 9/12

f; next data

f; current class average

f; this shows how much of each class and levels within that class

y; ive been saying we're short on tank and I think that's helping

f; next crafter

y; this is crafter level average

y; with legacy is about 18

y; new servers about 13

f; and this is for every crafting class

f; looks like little bit low on culinary

y; but overall it's averaged around 20

f; there are lots wanting to finish battle first before going to crafting

y; yes
f; next gatherer
f; here is the full list
f; looks like everyone is waiting up on fishing
y; I think it's like this because they can do fishing whenever they want later one
f; ok going to next
y; role system, in xiv we have matching system called Content (duty) finder
f; this show what roles players are playing at one spot, this is a snapshot of a certain time
y; tank is a class that tanks the damage and protects party
y; dps is attacker
y; healers heal the party
f; other are those that were doing gathering/crafting while waiting for matching
y; for low levels, we're short on healers
y; for those starting XIV we would like you to play as healer, you'll get famous
y; for DPS, attackers the balance is pretty much same
f; ok next
f; this one shows the classes in the DPS category
f; as you can see you can see jobs showing up on the right side
drg, archer, arc, thm, mrd, drg, blm, mnk (bah missed last one w)
f; ok moving on
f; this one is for tank
y; this goes for marauder, gladiator, knights and warriors
y; some were asking isn't warrior weaker/harder than paladin?
y; in development environment the devs are really strong with marauder
y; so I think you'll find them out soon
y; they are really strong
y; for those that really want to show off, i recommend warrior
f; ok next healer
f; well for low level we only have conjurer
y; there isn't much arcanist healers as it's harder to play
y; but as you level as scholar you'll be able to heal really good
y; there are still lots of things you can try out
f; we also had a bonus for healer
y; for conjurer we had unicorn
y; if we are short on healers, we may have to do some more bonuses
f; ok for data next is last
f; grand company ratio
y; in xiv you'll enlist in one of the grand companies, this data shows which one the players are in
y; it's spread out evenly
y; for this I am also planning a bonus
y; on the lodestone we'll have a ranking system so please use that as a motivation system
f; how far you went/
y; I just went to Ifrit and stopped

f; oh so grand companies going to come to you
y; they haven't come to me yet
y; I'll choose one soon
y; we would like to give out data's like this in future as well
f; well since it's live, there is the usual leaks and others tuff
y; if we didn't show anything, like the E3 people going to say it was pointless to watch
y; FFXIV is a online game, so we have update, but we call it patches
y; in XIV we started as 2.0, next update will be patch 2.1
y; in that patch 2.1, i would like to talk over the digest of the 2.1
y; mog battle will be coming out
y; this is where you fight at level 50, it's difficult content
y; please look forward to how they are involved in the world
y; extreme mode primal battles
y; we currently have primal battle to fight titan, garuda, ifrit, but we're going to have extreme mode for all 3
y; next, we have 1 completely new dungeon
y; we have 2 hard mode dungeons for existing dungeons
y; gimmicks and boss will be different, so think of it as a new dungeon
y; this is a new dungeon Pharos Sirius
y; I believe you went to basement of the light tower, but we are going to have adventurers challenge the basement
y; next is crystal tower
y; for FF fans they might know this but in FF3 we have a end dungeon called Crystal Tower
y; please don't worry the difficulty isn't where if one dies everyone is going to wipe
y; it's not like that, if one dies everyone will also probably get hit together so don't worry
y; we also have housing
y; we will have housing area for all 3 cities
y; there are about 380 parts, we'll get into the details with video in tomorrow's live
y; next, wolves den, this will be the first for FF but this is a PvP area where you fight each other
y; for those with fangs, please fight in there, those you don't want to get involved you don't have to go, it's set up that way so you don't have to worry
y; for those that didn't play FFXIV yet, we have a lot going on so please check it out
f; we still have more
y; oh yeah
y; we have treasure hunt where you can find treasure, this can be played solo or with party
y; this can be played casually
y; we also have a hard mode for one boss, but i can't say it yet
y; it was really hard with the dev team
y; the current one is the easy mode
y; person in charge was sad when he/she heard the difficulty was lowered
y; but we'll have the hard one so please look forward to it
y; we also have daily for beastman daily quest
y; this is where you make communication with the beastmen, it's content where you can play

solo and do it little by little
y; we will also be introducing random matching
y; i believe some feel it's hard to obtain totemstone, we'll be giving out tokens for those that participate in this random matching
y; for those that was to go full on, can do everything, other can still do them when they can and still reach the same levels
y; we also have item sort feature and ui, so we are working on hard to get those as well
y; what was introduced here is the fun things
y; missing barber!?
y; oh yeah we missed that, im sorry, I'll add that in for tomorrow, there was so much I missed it, sorry
y; we will have barber as well, yes
f; we will be talking about crystal tower, wolfs jail, and bahamuts coil tomorrow
y; we'll be talking about these so it should be good for current existing players
y; we'll be doing it like the usual live tomorrow
f; ok that's it for today, can you please give your final comment
f; ok first day's live event is almost done
f; can you please give your final comment for today
y; we are finally able to release the game, the server issue should be resolved now (login)
y; I will continue to doing hard and continue this game as a Final Fantasy where we build together with the players
f; ok that concludes our first day producer letter live in makuhari
y; thank you.

damn lots of spelling errors LMAO
where are you auto spelling fix! /slaps google
the Q/A is tomorrow
today was into for those that never played Xlv and what's going to be talked about tomorrow
I'll be doing this tomorrow also
Now back to the game to do crafting/gathering... battle class... waiting for friends to catch up so I don't have to use Duty Finder for CM... lol

Google doc link : <http://goo.gl/phv6wz>

Link to the google doc can be found on the forums JP/EN translation thread - going to close live stream now~~ bye/ c you tomorrow.