FFXIV Letter from the Producer LIVE Part XVIII

Fan Translation by Cygne

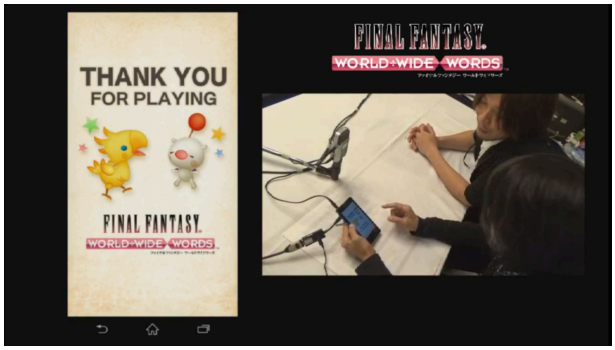
Disclaimer: I am a native speaker of English with a bachelor's degree in Japanese language and literature. I lived in Japan for only six months. I have not been trained in simultaneous translation. I do not play the game on a Japanese server or using the Japanese client so I will not know all of the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

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

<u>Test broadcast goodies!</u>

Soken shows off the "World Wide Words" android app, in which you battle enemies by typing words quickly. Looks similar to Theatrythm.





Soken plugs the upcoming "From Astral to Umbral" soundtrack. He plays some of the remixed/acoustic tracks from the album. Some Debussy-esque shit going down in this piano remix!

<u>Second Test Broadcast (First for Foxclon + Yoshi)</u>

Foxclon: It's time to start the test broadcast (#2) for the Letter from the Produce Live XVII

F: Once again we will be checking in with those of you viewing on NicoNico, Youtube, and Twitch to see how the voice/BGM volume balance is.

F: We're here in Fukuoka… I'm very nervous right now so I'm going to try to relax. Folks who are view on NicoNico, how is the broadcast? Can you see me? Can you hear me? Folks on YouTube and Twitch, please tweet us. (#XIVLive)

F: My apoligies but we will be cutting the broadcast and restarting (Youtube).

F: If anything seems off about the broadcast over on Twitch or Youtube, please tweet us! We'll be starting at just about 7:30 so please wait. (2:30 AM PST)

Yoshi-P enters the screen by sticking his face in front of the camera.

Yoshida: Is this the test broadcast?
F: It sure is. How are you enjoying Fukuoka?
Y: Everyone is so warm! The weather is also warm. But I mean the people. The fans are all saying nice stuff about the game, the staff has had to inform them that complaints are also permitted.

F: How is everything over there on the technical front?
(Offscreen:) OK
F: Alright, goodbye for now. We will be resuming with the Live Letter in 20 mins.

<u>Third Test Broadcast…... this whole thing is tests!</u>

Y: We're back
F: Second Test for the Youtube people. Please report about the stream quality via twitter and the #XIVLive tag. If you're watching on NicoNico and the video is acting weird, please reload once and that should solve the problem.

<u>Live Letter First Half</u>

Setup montage for the FATE in Fukuoka.

Marriage trailer. A couple's journey together… fishing, killing anantaboga… fireworks… FALLING IN LOVE. Heterosexual romance!! Church shot (sanctum of the 12?) The chapel doors open. They're in their Sunday best! Special magic ring. It's not marriage. It's eternal bond! Very different things. The crowd goes wild. A moogle is the priest or something? KISSING (censored!) Congratulations.

Foxclon: Good evening.
Yoshida: Good evening!
F: Welcome to the Live Letter XVIII! Shall we do introductions?
Y: I'm Yoshida producer/director
F: I'm Morbol.

F: You just saw a trailer about the eternal bond, and later we're going to entertain some questions regarding the eternal bond system.
Y: By the way this is our last FATE in the FATE series of 2014. We're doing our best to prepare for the fan fest after that.
F: The staff over there looks very sad about it all…

F: First off, about the Job balance. How do you plan to adjust the job balance moving forward? Especially regarding dragoon.
Y: For a lot of the jobs, there is a high skill ceiling and that's rewarded with high DPS. There are two main ways we can change the dragoon to make it more balanced with the other jobs. One way is to increase its DPS output. You'll often see dragons die, sometimes even twice in tough content from magic damage where other jobs are ok. (Crowd laughs) That's not so funny to me. I'm not laughing about it. There are fights where it's harder on a black mage, for example, than other classes, but there's nothing really where you can't take a black mage in it. For dragoon it seems there are fights where they are not included so we need to adjust to make sure that doesn't happen.
F: Next is about ninja.
Y: Wait. To be more concrete about it… Before we added ninja, monk was clearly the better DPS but had a way higher skill ceiling so this difference was less of a problem. You'll have to wait to see the particulars of how we'll be buffing dragoon, but we're going to try to make sure they can compete in endgame content. We will definitely be changing it so that dragoon is more in line with other jobs. To put it simply we will increasing its damage output and its pace. We're also going to try to adjust it so that it doesn't experience big dips in its dps. *Specifically, "Heavy Thrust" buff will no longer need positional to be applied, recast timers and animation locks will be reduced further. These changes are coming in 2.45.*

F: Thank you. Next about ninja… Seems like they can do too much damage. Any plans to nerf?
Y: Well when we design a job we do have a rotation in mind, but players are the best researchers and they have developed a rotation that ends up with higher DPS than we expected. The players' skill is so high. We won't be changing the rotation you're currently using but we will be adjusting the TP costs and damage outputs according to that rotation. (nerf incoming)

F: Anything else about jobs you'd like to mention?
Y: Who here uses a white mage? Let's talk about stoneskin… We'll be making a stoneraskin (Stoneskin II) for stoneskinning the whole group. We apologize for making you wait so long for this.

Y: 2.45 will be introducing this stuff, and eternal bond, and the next zodiac weapon quest. The weapon models will be "reborn" this time. We have not yet decided exactly how much we are raising the iLv for these. In 2.45 we will also be introducing a system where players can help people with the final coil of bahamut after they've been locked out. For people who don't want a second chance at loot but rather want to help their FC mates and friends clear.

Y: Something about tomato ketchup… (spicy tomato relish?) We'll be making it easier for crafters who are behind to somewhat catch up.

December 9th for patch 2.45



F: Next, about ninja. There's lag when trying to do ninjustu… Help!
Y: It depends on your operating system, on packet loss from your ISP… Since these are not always problems on our end it is difficult for us to address them. These are things that affect all online games.

F: Spell speed and skill speed are junk at the moment. Do you plan to improve it?
Y: Fundamentally looking at the game's design, there will always be some gear that is more desirable than others, and some stats that are more desirable than others. If we made SS as good as det or crit then there would be less of a sense of needing to choose between pieces of gear… But we do have plans for SS so please wait and see.

F: Limit breaks particular to jobs… what kind of stuff would that be like?
Y: We plan to introduce these in 3.0. We can't say much about this, but level 3 limit breaks will all be unique.

Y: We're making new benchmark software for 3.0.

F: Next. 3.0 means an increased level cap. Are there new job quests to go with that?
Y: Level cap will be going up to 60. All jobs will be able to go to 60. There will indeed be new job quests and main scenario quests all the way up to and including 60.

F: There doesn't seem to be much content for players who can do Crystal Tower but can't do Coil…
Y: You're asking about content in between the two in difficulty? In Heavensward we will be introducing something for FCs to do together that we think will be in between CT and coil in difficulty. Content will also be split into normal and harder modes so there will be plenty of content for players of different skills.

F: I want to go solo into dungeons that are currently for light parties!
Y: We definitely want to introduce something like this… For example, perhaps you could take your own unit of grand company NPCs into a dungeon so you can complete party content solo. Perhaps you'd even have to level them?

F: Next. 2.4 had some very fun boss battles. How were they designed?
Y: (Names all the people who work on the boss battles) Big ideas about what kind of role the bosses play in the story, what sort of elements will be in the battles thematically and mechanically… Then we work on the particulars of the mechanics, the phases and their lengths, which is Gondai's job. They send it to me and I double check everything, I'll say "that's too hard!" or on the other hand I might say, "nobody could mess this up!" We are still tweaking the fights all the way up until release. That's pretty much the way they are made.

F: Any plans for new rules for frontlines?
Y: We'll have a frontlines with new rules in 2.5. The map will be the same… There will be a PVP roulette in 2.5 and then a new map in 3.0. There will be new types of matching.

F: Currently gathered ingredients are pretty cheap since they're so easily gathered. And top-tier crafting ingredients are all obtained in other ways. Any plans for more complex, higher value gathering?
(Clearly this person doesn't fish)
Y: If you want to make gathered items more lucrative you'd have to decide who can and can't gather certain items. One of the things that's great about FFXIV is that one character can do everything. (Armory system.) We'll be adding new crafting recipes that are less "hardcore" next patch.

F: Crafter equipment… Are there any plans to have less hardcore crafters able to get better equipment?
Y: After 2.45 it will be a little bit easier to raise your crafting gear level, but we want to make sure that that hardest items to craft still need a lot of time and gil to be able to make.

F: Any plans to increase the rate of acquiring mastercraft demimateria?
Y: We admit the current recipes do use too much mastercraft demimateria so we're going to adjust upcoming recipes to be less reliant on it.

F: Since the only useful item from beast tribes is from the Ixal, that's the only beast tribe quests anyone will do anymore. Ideas to encourage other beast tribes?
Y: Xelphatol/Sealant will be made cheaper (ixal oak knots). Because the demand for the gears made from these are so high.

F: What's going on with the add-on API?
Y: Currently you can adjust the UI quite a bit… We are working on an API but are trying very hard to balance it so that it can't be used for cheating. We will definitely be releasing an API that can change the UI even more. Date is still TBD.

Y: We will be releasing the DirectX 11 at the same time as Heavensward. At next month's fan fest we'll be doing a side-by-side comparison of the game running in DirectX 9 and DirectX 11. We'll also be including the option to switch between DirectX 9 and 11 in the Heavensward benchmark program.

Y: We are also working on a Mac version, and hoping to release that next year around March.

F: Can't you make more hairstyle, beard, face paint options?!
Y: We will try to pull out a few more for the upcoming patches, but there really are a lot of options as it is! Maybe we'll add false moustaches and more of that genre of facial hair… A lot of people have been asking for afros… "Annie" style hair

F: More character creation options?
Y: I've pretty much already answered this, haven't I?

F: Content for free companies to complete together?
Y: There will definitely be something coming up involving crafting…
(Screenshots of this come later in the Live Letter)

F: It's lonely in a mansion… Can't you make us able to add more furnishings?
Y: If we try to increase it too rapidly it could cause unforeseen problems… The housing team is working on Gold Saucer. So please wait until after that.

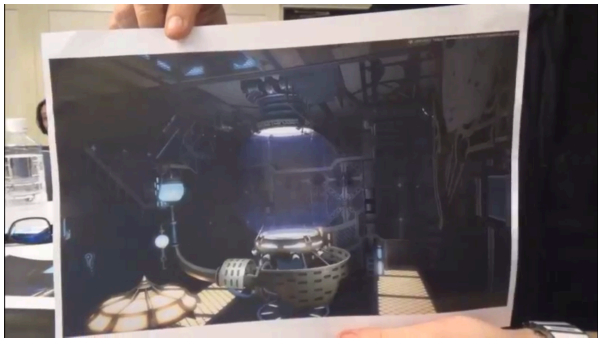
F: Will there be housing in Ishgard?
Y: Ishgard has been at war with dragons for 1000 years. Dragons are diving onto their roofs, etc. It's very difficult to live there like that…

F: Will you be extending PS3 to PS4 upgrade past the year's end?
Y: Yes, until the end of March! (Originally ended in December.) We will also be starting a free trial on PS4 for PSN+ customers soon. And then after Christmas we will be extending that to all PS4 users.

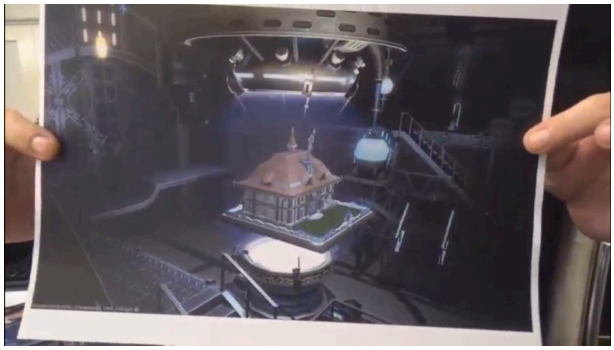
F: Questions about players who do and don't buy the expansion…
Y: There's a lot of content that added on top of the original game, new jobs, new maps, so it's as though it's an entirely new FFXIV being released. So for that reason we're releasing a new disc, charging box price. But even after 3.0 comes out, players who do not purchase it will still be able to play pre-3.0 content. Your access to that content will not suddenly stop. Let's say Morbol wants to play Dark Knight right away so he buys 3.0 quickly. Let's say I don't upgrade. I can still see Morbol. I can still party with Morbol while he plays Dark Knight and participate with him in older content. But if I haven't purchased Heavensward, I can't do anything of the new things or go to the new areas for myself. The 2.0 story will end. Like it's ARR is season 1 and Heavensward is season 2.

Y: Showing some print outs.

F: What is that?
Y: These are things you can craft together as a free company.



Y: You can make houses and plop them down.



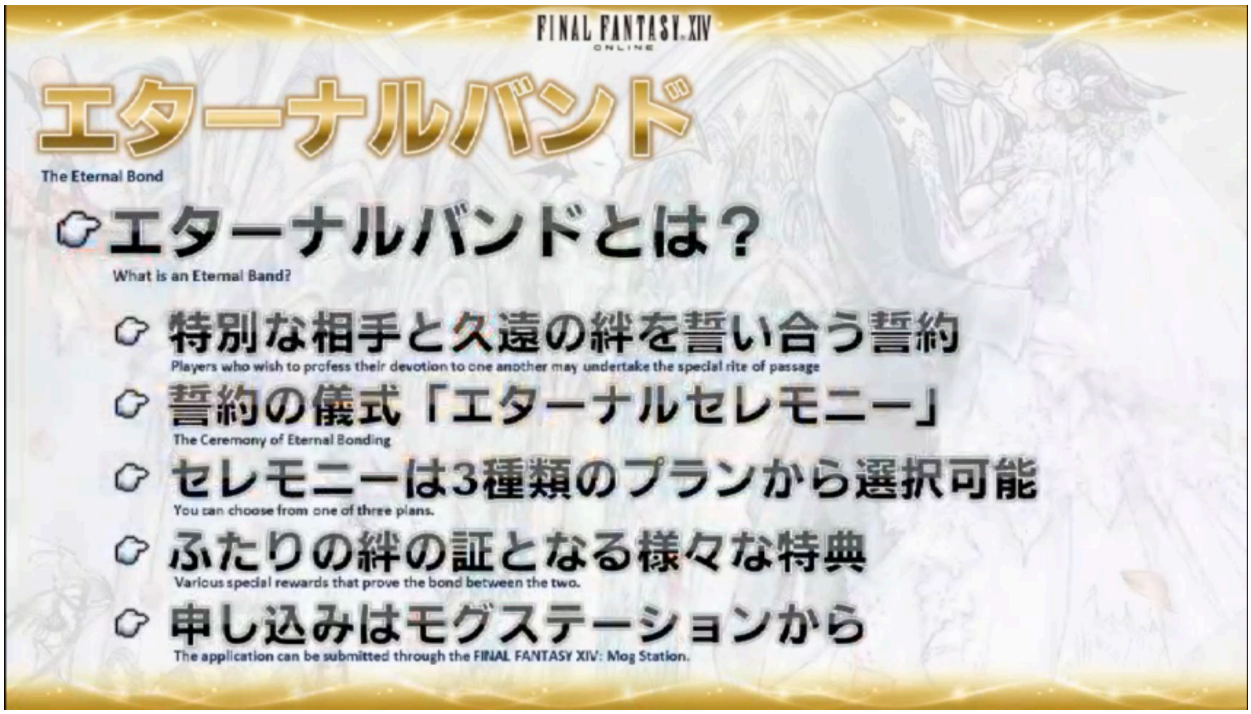
Y: This will be coming out in the second part of 2.5.

Y: This has been incredibly requested: Japanese style room with byobu, tatami, kotatsu:



F: Now Yoshida-san will be explaining the eternal bond system. So we'll be starting a powerpoint.





Process for getting eternally bonded:

- Sign up via mogstation
- Special quest
- Receive special rings + attire through the quest
- Choose a type of ceremony
- Reserve venue + send invitations
- The ceremony itself

Y: There will be special hairstyles, etc. for the ceremony





Y: You can choose whether to have a moogle to preside over the ceremony!



Y: What do you receive for getting eternally bonded? There are two plans: standard plan and gold plan. Standard is free, gold plan costs money.

Y: There will also be a wedding cake! Wait, not wedding. >_< Just a cake.



Y: The precise differences between standard + gold plan will be released with patch notes. Some differences will be the details on the wedding clothes, mount, minion… Either way it will be fun to roleplay.



“The Eternal Bond website is in work!” I think they mean it’s under construction :P

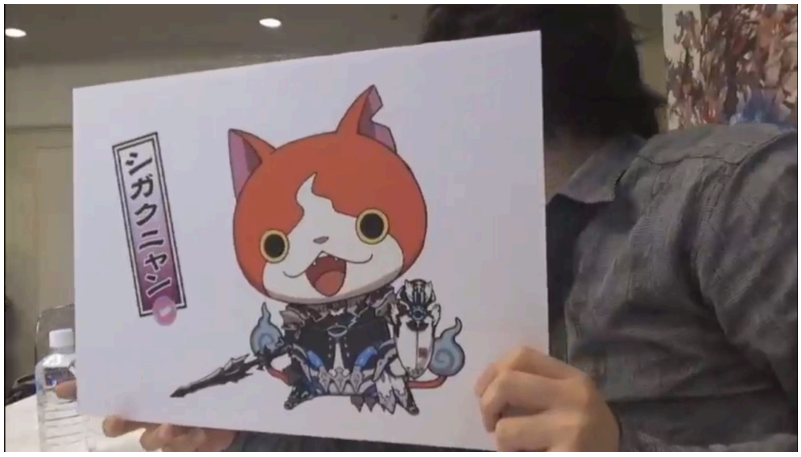
F: We’re starting to ramble… Let’s wrap this up. Trailer for Eorzea Collection….

Live Letter Second Half

F: This is part 2. Our special guest is Hino-san.

H: I’m the company president of Level 5. I’m Yoshi-P’s friend.
F: Hino-san is also quite the player of FFXIV as well.
Y: When he clears something he tells everybody around the office :P
H: That’s because it feels very nice to clear something, doesn’t it?

H: It's truly an honor to be considered a close associate of Yoshida and Co and the FFXIV team. I brought something…

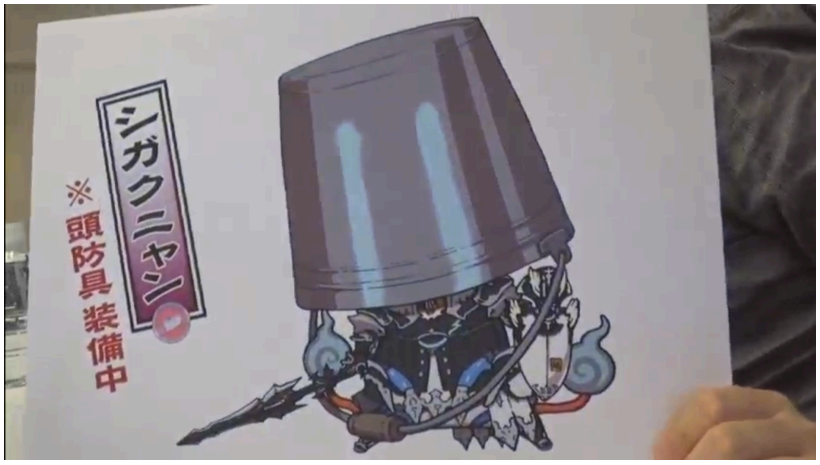


Y: Who drew this thing?
H: Main character designer Nagano-san. My apologies for distracting him from his other duties by making this request of him.

H: I main paladin, in the Binding Coil, etc. I brought another thing actually……. I actually got the lion mount rather quickly.



H: So this represents my gear, except for the helmet. This cat character has nothing on its head obviously. So I wanted another drawing with a helmet.



Y: Why is there a bucket your head?
H: I can't really explain…
Y: Well that's to be expected with a bucket. Do you use the /visor emote with it?
H: Yes. I think there's a lot of history with the Allagans and buckets…

Y: My deepest apologies, Nagano-san.

H: Yes, I've had a tremendous amount of fun as a user of FFXIV.
Y: People are probably thinking, "How is this guy a company president? That's impossible."

F: As a hardcore player is there anything you'd like to say to Yoshi-P?
H: Since I'd like to play as much as possible in an agreeable fashion, I'd like to stay friends with yoshi-p.

H: I often play later at night when people are already asleep. At that time even though the duty finder is searching through all servers on the data center, not a lot of people are signing up… I wonder if there's another way we could bring players together across servers in the late hours. I think a lot of people probably feel this way.
Y: Hm…….. (trying desperately to come up with an answer) It would definitely be quite useful to have a data center-wide party finder for that kind of thing… It would be too hard to do a *global* solution but…. hm…

F: Nobody's coming to your house?
Y: He's got no friends, that's why!
H: Other people can't use the teleport to my private house, they can't take care of the plants at my house… there's really no reason for people to visit.
Y: People also want eternally bonded players to share a house… Your point is taken.

F: The mystery of the disappearing furniture
H: So if something has been placed in your FC house you can't then pick it up and use it for your own house.
Y: Let's change it!
H: When you get new furniture and put your old furniture away in the FC chest it goes to waste…
Y: The reason we added the binding feature was so that used furniture couldn't then be sold… But point taken. I understand.
H: Sorry about this, I have a lot of very minor complaints here.

F: Next up, Macroman.
H: You guys all know about the macro timer, and how you can only do one macro at a time. For example, when you've made a crafting macro and you're using it and you need to say a greeting in the chat, and you press your greeting button, it interrupts the craft.
Y: Why on earth do you need a greeting button!?
H: Hey listen for a second. When you look at the default macros, there a greeting button right there!
Y: Look, when you're new to MMOs and it's hard for you to know what to do, how to talk to people, you see that sample macro and it sort of explains things. Its presence says, "greetings are important."
H: After you've finished a dungeon don't you have a button to say, "good run, thanks"?
Y: I actually think it'd be pretty weird to see a message like that pop up the instant a run is over. Like an obvious macro…
H: How quickly would you have to type it to be suspicious?
Y: (mimics typing as fast as a macro can produce)

H: Anyway, what I would like is for timer macros to not be interrupted, to be separate from these other macros.
Y: Yeah you're right, it can be frustrating that a macro is suddenly interrupted.
H: I think a lot of people probably agree with me on this.
Y: Understood. I'll think about this further.
H: You'll start using greeting buttons?
Y: Perhaps not that far.
F: This is quite fun, isn't it?
Y: Hm…

F: Next topic, will be memories of Eorzea.
H: I suppose I'm the representative of the player base

#1 training at the Ceruleum Processing Plant
(Screenshot fighting Gorgimera)
Hino is talking about some controller stuff that I don't understand as a K/M player >_<
Pressing L and R?

#2 Me and the Weather Forecasters and the Tonberries
Y: I don't understand this title at all.
H: The tonberry minion, you see… Holds a knife like this and sort of swings it around.
Another player pulled out the tonberry minion and the tonberry attacks the forecaster right before my eyes. He brought her right down 20% health??

F: One more memory
#3 A Supra on my back.
(Screenshot of Ullikummi Supra)
H: It takes about 1 million gil total to achieve a supra…
Y: Crafter equipment and tools in particular have ended up taking quite a lot of work to get. We wanted to make the Luminary and Supra equipment unique so people could show them off for having achieved them. Perhaps we missed the mark a bit on that one though.

Y: Sort of like the relic weapons, we wanted the Supra weapons to be something people worked toward over a long period of time.

H: I'm a bit of a miser so I was definitely surprised by the amount of gil I had to put into these.

F: Thank you for the interesting episodes.
Y: Very interesting. >_<

F: That concludes that section. So we have a little bit more of the Live Letter for you.

Y: At the Las Vegas Fan Fest we formally announced Heavensward. We'd like to give a digest of the information we've released so far:









<u>Announcements</u>

Veteran rewards



New Blu-ray music disc “From Astral to Umbral”



Upcoming holidays: Starlight Celebration, Heavensturn (dates TBD)

F: And that’s it for the announcements. With that we’d like to say our goodbyes.
H: Thanks for having fun with me here in Fukuoka.
Y: I’ve had the pleasure of being on the receiving end of a lot of kindness here in Fukuoka and in my travels about the world from fans of this game… Thank you very much for sitting through this long presentation, and thanks for having us.
F: And thus concludes the Live Letter from the Producer XVIII and the FATE in Fukuoka. Thanks very much, and farewell!