

10/24 - 12:38 PM PDT - FINISHED

10/24 working on the last part, sorry for taking a while. Do I get a free Titan HM run for this? lol
j/k orz - I'll start fixing up this doc in a bit, need to take care of some work stuff first but got the
audio for it to work with now.

10/19/2013 9th Producer Letter Live Translation

#

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,

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Rein

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

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Follow me on twitter : @reinheart (<https://twitter.com/reinheart>)

(I'll tweet when new info is translated on forums, or interview stuff, other XIV related stuff & subligar)

Live Broadcast link -

[YouTube Live](http://sqex.to/Qwwv) (<http://sqex.to/Qwwv>)

[Niconico Live](http://sqex.to/2aY) (<http://sqex.to/2aY>)

[Twitch](http://sqex.to/htj) (<http://sqex.to/htj>)

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LIVE BROADCAST HOURS

October 19, 2013, from 5:00 a.m. (PDT)

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Note for Aegisub - # = notes ;= actor

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

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* apologize in advance for any stuff I miss

I'll try and fix up translation during weekday when works slow at the office.

f; Good evening everyone

y; Good evening

f; Time for the 9th Producer Letter Live is here

y; yes

f; Although it's the 9th, since launch this is the first time

y; yes, I said we're going to do this up to 14

f; We just got this

y; Finally Scions of the Seventh Dawn

y; Hello this is Minfilia, can you come by the Walking Sands?

f; We got lots of things to cover in this Producer Letter Live

f; As mentioned before our main theme today is regarding Housing but aside from that we invited a guest over for Theatrhythm, and many other things today so please stick with us till the end.

y; yes please do

f; Alright, and as promised we would like to go over the current situation in Final Fantasy XIV

f; we received a lot of questions so we put those questions together to get them answered.

f; Let's get right to it, normally I read them through as a Q/A but there wasn't anything specific so I grouped some of them together in topics to ask

y; Oh yeah did you explain about the hashtag?

f; I was about to do it

y; I see

f; During the live broadcast, if you have a question you would like to have YoshiP answer, please send your questions through twitter with hashtag xivlive.

f; We'll pick those up in real time and if anything is good in there we're going to be asking them so please send your questions in.

y; This time we're doing Housing special so if you could please send in housing related questions

f; We'll go over some of the other topics right now

f; Alright are you ready?

y; Yes

f; As promised Warrior and Dragoon, can you please explain how will you be making the changes to the jobs in future.

y; You combined it

f; Yes

y; Alright starting with Warrior, people are saying Warriors are weak but I wanted to talk about that one

y; First when saying weak, people are comparing to Paladins. The main part of this comes from y; Bahamut's Coil, the first and fourth turn monster.

y; This is something we didn't predict and it is our miss, the boss monster buffs and once this boss monster stacks 3 buffs and when it does that the Tank isn't supposed to be able to withstand the attacks and it's designed so you can't clear that way.

y; However Paladin was able to withstand those attacks and we weren't predicting that.

y; We designed it where it required to take off those buffs, or take down all the mobs where the DPS and tanks are balanced out to clear but Paladin was able to pass that.

y; When we discussed on what to do in regards this one, instead of making the contents harder, since people already have rewards and strategies down, it won't be fair

y; So we decided to make it where the Warrior can do the same thing Paladins can do, so that one major point.

y; When the first group that passed this dungeon wrote the strategies down that became the strategies for many and that's our fault, so we'll make that adjustment.

y; We'll make it so you can do it with Warrior as well.

y; Also due to miss information, I think lots of Warriors had a hard time with this.

y; I went to Ifrit Hard Mode last time with a special WHM account,

y; and I think all tanks are having lots of work to do, they're expected to stop everything.

f; Yes

y; Eruption and everything else, that's how the strategies are right now and it's a lot for tanks

y; And the Brutal Swing, for the balance we planned it where Paladins stun goes with the GCD (Global Cool Down) while the Warrior can use any time while gaining Rath from other actions

y; That's how it was made, however the it takes some time for the stun to kick in and that's where the problem started happening causing some gaps between the two

y; So we are planning to make adjustments so the effect kicks in a bit faster.

y; Also the part I was telling players to study, I'm sure there are lots out there doing this already

y; In regards to Wrath and Inner Beast, right now lots of players are using Inner Beast right after taking a big damage to heal him/herself

y; but when you stack Wrath you can get up to maximum 15% heal bonus, so right after taking a big hit don't go straight into self heal but wait for the heal from the healers first.

y; They will heal you once they notice your HP is down.

y; During Wrath you get different types of bonuses, Paladins sure have high vitality and hit points but comparing the damage they take vs amount of heal taken from outside is balanced

y; However this was balanced with Wrath in mind, so it's really hard here.

y; When you have Wrath on it's much better to be receiving heals, and after receiving the heals

y; if you use Inner Beast the Wrath status is removed, all the buff is removed so you'll need to bring it back up.

y; So you first put in your first attack from the combo, then use Inner Beast, then continue onto the combo to quickly gain back Wrath

y; Since Inner Beast is an ability, it does not break the combo

f; Yes

y; Doing that will get your Wrath back right away

y; Honestly, going through this pattern is pretty hard. I know there are people doing this

y; But Warriors were structured this way and as a healer, after the Warrior uses inner beast

y; they won't heal as much, if it's after inner beast and I think this is the part where people think y; that Warriors are softer. There are many things involved here.

y; So until 2.1 I want the players to learn how to rotate through the Wrath and in 2.1 since we think that this is a bit too hard we'll be making adjustments

f; Warriors are getting adjustments?

y; Yes, and that's not the only thing for Warriors, we have about 7 things to make adjustments on

y; So to simply put, just think of it as that they will become stronger

f; Please don't worry

y; I apologize, I wasn't expecting that part in Bahamut going to be cleared that way and just because of that all this happened so we'll be fixing it.

f; As you mentioned before right now they already have a strategy going with the Paladins, so you're not going to break that but instead be able to do similar with Warrior

y; Yes, yes, we won't do stuff like "we made the content harder so Paladins can't clear now haha" we're not planning anything like that.

f; Ok moving on to Dragoon

y; Before I talk about Dragoon alone, in the past live letters I've said this before but no matter which job you play it's made so it can be cleared.

y; We played it through with every job mixed and cleared it ourselves, however there are things that they will be stronger/weaker depending on contents

y; And for ranged DPS and close range DPS there are lots of contents where the mode changes

y; For example for Titan, when he jumps all the combo is lost at the same time you have to move to dodge

y; When you compare that to close and ranged, close range is busier right now

y; And when you're trying to get back in the phase changes making it easier for the ranged DPS to deal more damage

y; We'll change that, directly speaking we're going to increase close range dps more in 2.1

f; I see

y; And in that for Dragoons, players want to jump

f; yes

y; Right now even if you jump it records your position as where you were originally

y; and while jumping you're locked in so if you take Titans attacks

y; Jumps are specific to Dragoon so first off I understand the requests from players wanting to be invincible while jumping

y; We are planning to add more contents where you need to dodge, but simply adding something like that will just make all the DPS come as Dragoon and everyone jumping together at the same time the effect is about to go off, or someone in PT making a alarm sound effect to let others know when to jump.

y; Don't want it where everyone changes to Dragoon so we have no plans for this

y; So instead by lowering the amount of time being locked make it where it's more useful

y; However you'll still need to be cautious about when to use it, so that will not change.

y; Also for Titan, lots of people are saying it's hard but I have been doing Titan challenge around the world and watched everyone play.

y; But the real basics, not saying this is for Dragoon alone but everyone has their camera zoomed in too close.

y; When I'm giving instructions to the players I see a lot of them zoomed in

y; Like FFXI and previous XIV you couldn't pull the camera out as much, so there are players that play up close, when dodging moves it's much easier to have the camera zoomed out as much.

y; Also for close ranged players, it's hard to dodge the Bomb Boulder

y; You're into fighting so it's hard to keep eye on where the Bomb dropped, in that type of situation

y; This is really simple and I believe people are already doing this but there are ranged attackers and healers that are good players, watch where they run and follow them

y; sounds simple but when you're in situation where you don't know which one is going to go off, just look for that person and you should be able to handle it without any problem.

y; Of course it's important to study the pattern but making instant decisions is also important so this is pretty effective.

y; So when talking about Dragoon alone, DPS will increase, and jump will be easier to use.

y; People are asking to increase the magic defense but that's about after taking the damage so we're watching this one carefully.

y; I think you'll be able to jump more but don't over do it

f; Please think about when to use it

y; yes

y; However it should be easier to dodge

f; Okay thank you

y; What else, there is a job identity for all jobs so depending on the content there will be a small difference

y; However in FFXIV ARR it's designed so you can clear up until Ifrit Hard Mode with just a single class/job to level 50.

y; From Garuda on it starts getting more strict, for Titan hard mode and Bahamut's Coil you will need additional cross class abilities or you won't be able to clear.

y; There are several jobs DPS that will vary due to the damage over time attacks, although it's not too much, it's there. So we'll make some adjustments there.

y; As for the parties with specific group setups, personally I'm not worried too much about this one.

y; However there is one system, specially the limit break gauge, it's much faster to get the limit break gauge up with different classes in the party.

y; Limit break level 3 can be used in many cases so if you want to use limit break like say a bomb from shooting game it's better to have 8 different jobs in the party.

y; It will make it easier to clear, or turn the situation around.

y; So please keep that in mind. So for battle, jobs, we made a mistake this time but we'll make careful adjustments so every job stands out.

y; But I think Bards a bit too strong

y; Normally Bards have a long recast, so even if it can attack instant if the battle prolongs it was supposed to get harder

y; But as mentioned before we have phases so the instant attacks are standing out more than the battle time so

y; for Bards I think it's a bit too strong.

f; You'll be making these changes in 2.1?

y; Yes, it's a pretty big task category.

f; Please look forward to it.

y; yes, please do.

f; Okay moving on, this one has been mentioned before but the when using the Duty Finder the parties are pretty strict, how will this change?

y; This depends on the person I think, I'm about to clear the story once and I have been going to end contents stuff with special account and stuff but I haven't gotten into these types of parties yet

y; Haven't seen any parties where players are abusive, however I think if you go a lot you're

going to see these type of players.

y; We have several ways, there are players who want to do things efficiently so there are people out there shouting for groups with certain item levels like must have relic

y; However for Duty Finder it doesn't check any of that to match which causes communication errors there

y; As for being able to do contents casually it's useful. To support this we have couple things planned in 2.1, one of them being

f; Looking through papers

y; I want to show the party invitation documentation, the UI isn't completed yet

y; You'll be able to put in party invitation requests like a message board

y; Just think of it as a list

y; You can put where you want to go and add a simple comment

y; You put in a request like this, and other look at it and click it to join the party

y; from there you fill the party and get the remaining from Duty Finder

y; When you open the detailed page from that list it looks like this

y; It shows how many DPS slot is filled in right now and how many slots are remaining, you can see these type of informations.

y; As for the person starting the invitation there is a different screen which has check boxes on the bottom with categories, not sure if you can see it

f; Should be able to see it

y; For example there is welcome first timers, we'll be taking time, please stick with us until we clear it, aiming for loots, aiming for multiple runs, full on play, requesting for high level gears, we won't skip cutscenes focusing on story.

y; You put in check into these check boxes to put in your request so for those looking for parties

y; if they want to progress through the story they can put in a check in those categories to join those parties

f; I see

y; So this will allow those with the same goals and from same world to form parties together

y; So we'll have this, and aside from this we mentioned this to the medias but we have an update for Duty Finder in 2.1, I want to go over the details in the next producer letter but we have things like Random Matching

y; We need to come up with an official name since there are several random features

y; But there are categories such as leveling dungeons, high level dungeon, story primals, high level primals, guild order.

y; These are separated into categories and you can join a random within that category, join in any content within this category.

f; I see, so it's not for everything but random per category

y; Yes, yes, and when you choose that you can obtain Alagan Stone

f; Tomestone

y; You'll be able to obtain tomesstone, this can be obtained per category so

f; So you can obtain per category

y; yes, so after logging in you can do couple categories as a daily, or just do leveling dungeons

y; It will match with the party that's going to be available first

f; Within that category?

y; yes, so there are players who want to go through story but don't have anyone else playing during that hour this should help as those other players will join with level sync

y; For low level players they can progress through the story so it will be good for them as well for high level players, they will be able to obtain Tomestones so that will help them as well.

y; If you get in a short content you're lucky, like story Primal, it's short.

y; At the same time you have the MVP system where you can vote for good players so with that point

y; You can obtain gears or mounts, those will be introduced so it will group players with same goals at same time have others who will support those players and getting a reward for it
y; we're adding all that so I believe this will alleviate the issue.

y; I also apologize for this one as well but there isn't much ways to obtain Tomestone right now

y; We're going to have 3 new high level dungeons as well as Crystal Tower, and daily beastman quest which can be played alone

y; Also we have Treasure Hunt, I'll go over the details on this one also in the next letter but

y; there are several ranks, up till rank 3 you should be able to go on your own and you'll be able tomesstones from here as well.

y; and you can obtain from the random contents so if you work into these you'll get them

y; It will be like this in 2.1. For those that want to get it efficiently and quickly as possible you can do it that way still.

y; Right now there isn't much places to get them from so you get into a conflict when a group of people who wants to finish quick and those that want to casually play get mixed in

y; By putting in new contents and methods I just spoke it should solve it.

y; Please hang in there.

f; Thank you

f; Okay moving onto next topic, this one was also a hot topic

f; Odin, behemoth F.A.T.E. content where you can't see them and at times the server going down

y; I see, "Behemoth is up!", "Oooh", "Can't see it!", "Yoshidaaaa!" that stuff right?

f; Yes, that's the one

y; Let me go over the specifics

y; The good part about FFXIV ARR is that even if you have lots of players around, although there will be some stress on graphics depending on the settings, the CPU load doesn't increase

y; the reason why is that Eorzea is built on 8 meter grids, kind of like a chessboard (Actual says goban no me - go board)

f; Has grid lines

y; yes for every 8 meters

y; Within that 8 meters, not from where you are but that 8 meter grid that's already in place

y; you have up to maximum 100, and from there we have priorities

y; so within that grid the first priority is set to NPC and monsters, if going into details there is situation where you can't see the PC because of this but

y; it's made so the monster you're fighting doesn't disappear

y; However if you have more than 100 bodies within that 8 meter grid, you're going to start

having players you can't see

y; It's made that way

y; These grids are placed throughout, so the decision is made per these 8 meter grids

y; It's not grabbing the next grids information, that is why the CPU doesn't overload even if you have many players around you while still being light.

y; If I say anything more it will go over the patent so that's that. However there is one problem

y; if they are within that grid it's not a problem, say there is an invisible border line between you and me

y; Say Behemoth is on your side of the grid

y; No matter how many people is inside your grid you can see Behemoth since it's set to the highest priority

y; however for me being in the next grid, when looking at you since it's not checking the next grids information it causes a situation where I can't see it

f; I see

y; But say I move into your grid I am able to see it.

y; The problem is that Behemoth also moves so depending on that, even if we're in the same grid if Behemoth moves to the next grid it disappears from our eyes

y; This is what's causing the current issue

y; To address this issue, this is one of the main selling point for XIV but we're going to place a special check for that zone and if there are any special objects or monsters it will ignore all methods and prioritize

y; This is very dangerous and needs to be carefully worked on so we're doing that for 2.1

y; We'll make it where everyone can see it, also if you have over 800 players in the zone it's going to start lagging not allowing normal gameplay

y; When that happens the server is set up to restart itself but we have situations when it does this so to avoid that problem we're placing a population restriction on the zone so the server doesn't go down.

y; When Behemoth or Odin is defeated players will move out of the zones so our first priority is to make it where everyone can see.

y; For those of you that caught on, if everyone gets into that 8 meter grid and locks Behemoth down to that grid

f; You'll be able to see it for sure

y; That's true but we placed something that turned out negatively, but we have added a aoe move which pushes the players outside of the grid.

y; It was made that way but that's causing issue where players can't see once they get pushed out. So our first priority is to make it visible.

y; I apologize, I've seen many times people shouting my name in Coerthas

f; I've seen it as well

y; I am sorry, we will fix this.

f; Moving onto next topic regarding Eorzea's economics

y; We increased the Gil output and we want to observe how it will play out

y; For those playing battle as main, if there isn't any Gil flow there isn't any economy so

y; We increase the output, also for gatherer leveling, as you go higher in the level it gets harder

y; It requires more times to gather for leveling because of that those items are overflowing
y; So a lot of these will be used in Housing, we're making those adjustments right now
y; If I say too much people will try to predict so we'll be collecting all those items overflowing
y; We'll have new equipment crafting recipes for the crafters and medicines that are used in PvP
f; Yes, yes
y; Also food. A lot of these items will be used. We're going to have more items and recipes so it should start becoming more active.
f; Thank you
f; Alright next one, regarding cheats
y; Basically we are working on these to eliminate all however in reality there isn't much subscription based games out there right now
y; and I thank everyone for the popularity of the game but this also invited a lot of RMTs into the game.
y; For the RMTs F2P games doesn't make much income since you can buy items with real money already in the game itself.
y; So we have tons of RMTs coming into the game and we are taking a lot of them out as well
y; Right now there are bots where they automatically kill mobs and obtain items, as well as those that teleports.
y; For the warping ones it's pretty much going back and forth, if we try to block them
y; they analyze the packet and make a new one so we then block them again, we can only do that for this one, so we're doing that.
y; As for the bots once we receive the reports we're there to check right away
y; But this is the part that gets hard, we have to make sure it doesn't make false judgement
y; We have been checking using tools but these RMTs aren't stupid either so they add random movements in these repetitive actions
y; If I get into too much details it will give hints so I won't go into it, however we have someone go there check the logs and check trade logs.
y; We're not reporting to the players daily but we're getting rid of them in hundreds per day
y; We're not going to change this stance, we'll put in some cost to increase the amount of STF to investigate further.
y; I understand some of you may feel awkward seeing someone using bots and you reported and them not being banned instantly but please understand we're trying to make sure we're not banning people by mistake and working as fast as possible
y; Also for tools there is one more thing, there are people broadcasting using tools, we already blocked those tools and it's not working yet you're showing it as if it's still working. Why is that?
y; Do you have a grudge against our company? I'm not sure what.
y; Honestly, you're blocking our business, for those players who see that they get worried
y; At first I was just watching it but if it's going to get worse we're going to start taking actions since it's worrying the players.
y; Let me warn those of you right now. I've mentioned you can upload videos but no where did I allow video's of tools being used to be uploaded.
f; Thank you, next one is kind of related, we're getting a lot of questions regarding the operations having a hard time.

y; We have not only the development team, we have operation, GM, STF, Lodestone team, group making the database, news, we have a lot going on and small mistakes from individual groups is increasing right now.

y; For that one we're going through each one, it comes down to my responsibility as my schedule being too tight, if that's the case I would need to modify the schedule.

y; When I tell everyone to hurry, and everyone working on different sections ending up working on many things at once causing more tasks for them. I need to look into that and make it better.

y; Schedule is very important but the balance of quality is also important.

y; For the individuals it's a small mistake but if that mistake is going on different departments it looks like a big mistake to everyone else so we need to be more careful.

y; Also within those problems there was one where the GM's report from Dragon Quest X and Final Fantasy XIV was mixed and reported.

y; For GM's when the importance is high, and when you sort by importance it goes by the importance instead of the title.

y; Since it's emergency request causing problems to the player when we tried to resolve the issue we got mixed up.

y; Therefore to resolve these type of human errors we're discussing what would be the best method, to update the tool, or change the operation method.

y; So either we split the team up per title or switch to a method where we handle one issue then move onto the next title. We're working on this right now so this doesn't happen again.

y; We're going through these one-by-one so we can deliver good service to everyone.

f; We went through couple but there is one more, we had this in Japan during Beta

f; Lots of European players are getting disconnected due to ISP errors, error 90000. This is happening a lot.

y; We see this comment a lot on the European forums but the comments are all mixed up, the reports coming in is so general it doesn't go into the specifics. Some just post "using wifi" or using "x ISP" which is too general.

y; I think the community reps posted a request for those players to report detailed information, such as your PC specs, what kind of network hardware is being used, which ISP you're using.

y; After receiving those details we are investigating with some of those individuals.

y; We're contacting the ISP's directly explaining to them the steps and requesting them to address the issue, but for us to do that we need detailed information so please support us by giving those informations.

f; Alright I think that's it

y; Oh I have one, people are saying it looks like people are leaving

f; Yes I have been hearing that also recently.

y; It's monthly subscription based game, so there are lots out there that cleared the scenario and had enough for now

y; Since 2008 for MMO's that started as subscription based because there are lots of F2P games it's about 35% but as for Final Fantasy 14 is going over that thanks to royal Final Fantasy fans out there. So we are over average.

y; Now if that's ok? As a producer of the game I would like as much players to subscribe and play.

y; But like previous FFXIV we want to deliver fun contents to those continue to play, that is why we want to go with subscription based.

y; By receiving stable flow of income we use those fees we can return with stable development

y; By continuing to do this they will see that lots of contents being added

y; Like in 2.1 there is going to be housing and player will come back to try it out, I'm totally fine with that

y; To make sure that keeps on happening is important for subscription based MMO we we're going to continue doing this.

y; That's my problem to worry about so please don't worry.

y; We have easily gone over the records in Japan so it shouldn't be a problem

f; Alright lets leave it at that for the current situation and go to the next topic

f; If there is anything please send in your questions with xivlive hashtag and we'll try to go over them later.

y; I talked a lot

f; you did

y; can I?

f; Sure go ahead and drink the tea

f; It's been a while since you talked 40 minutes straight

f; Alright it's time for the guest corner

f; This time we have lots of FFXIV ARR music introduced so we have the producer from Theatrhythm Final Fantasy Curtain Call Hazama-san

y; Thanks for coming

h; Hello

y; For those of you that don't know the situation let me explain

h; Good evening, thanks for having me

y; Your hair is wild

f; Start off with introduction

h; My name is Hazama from the first development section

y; welcome

h; This is embarrassing today

y; During the Tokyo Game Show we had a collaboration with both Final Fantasys and during that time we had a match inside the Theatrhythm

h; Yes this time this Curtain call is the 2nd title for the series which added a versus mode

h; And during the TGS Yoshida and I battled each other

y; Yes and that time

h; You're going to make me say it?

y; You promised something

h; Simply put I lost that time, and I promised if I lose I will engrave 14 in my hair

y; Yes that's true

y; So lets see if you kept your promise

h; Let me show it, I'm sorry in a place like this where everyone is looking forward to new information

h; It's weird displaying this old mans hair but let me know how it is

y; Go closer to the camera
y; That's perfect
y; What do you think, it has X I V, you designed it a bit
h; Yes I had to a little
y; I see, so you have your hair up like this walking down the street, riding trains advertising XIV right?
h; I'm sorry for the mood change in here, I'll do it, I lost so I'll do it
y; Of course you will, winner take all
h; I won't just let it go just like this but we'll leave it at that for now
y; So moving on, we got Final Fantasy XIV in Curtain Call
h; Yes, right now we have, can I say it?
y; Yes
h; We would like to start off with about 9 tracks from launch
y; Alright then I'll play it
h; Oh you're going to play it for us?
h; That's nice
f; We'll have a track that will be introduced for the first time for the game
h; I brought it here but having it being played would be nice
f; It's alright to switch screens
h; yes
h; I haven't explained the game yet, this game is called Theatrhythm Final Fantasy Curtain Call
h; To simply put it's a rhythm game with Final Fantasy.
h; I think some people already have seen it yesterday but the rules are really simple
h; You tap the keys coming from the left when it reaches the right circle at the right timing to gain points.
h; When the red keys come you just touch, you hold down when it's green, and you slide when the yellow ones comes, some arrows are combined with the green as well.
y; There are a lot of tracks I'm familiar with
h; I think it's really good that the customers can play with the music they are familiar with so I would like players to listen to the tracks they are familiar with from 14
y; This one is hard
h; I'm explaining right now so stop talking
f; For this title you can also play with buttons right?
h; Yes, in previous title it was touch only
y; Oh wow
y; I'm nervous
h; Right now Yoshida san is playing with buttons
h; You're good
h; You definitely practiced this right?
y; No this time I said I'm not going to so I stuck with that
h; I see, thank you. That makes me happy
f; What about the shining ones that comes out sometimes
y; Ahhhh no way

y; no way
h; Once you miss, it starts stacking
h; You're good though
h; That shining ones are something new
y; Ahhh
h; If you get it right, something good happens
y; Ahhhhh
f; I see
h; It's a feature that wasn't in the previous title
h; You're good
h; Being able to do this much on your first try must be because you know the music, I think that part plays largely
h; Should be soon
h; I know I lost but, until little while ago I thought you're doing good but it's not that much
f; He did clear it though
h; Oh you got S
h; Best rank is triple S
h; I'm sorry but if you do that from beginning it's bad for me, so this is just right, thank you
y; Damn
h; Being disappointed this much is good
y; It's fun, making the same game you gets you angry when you can't on the other
h; oh yeah?
y; you don't have it?
h; I have but when the scale of development is your size I can't even imagine
y; It's the track we're making and as a producer, we got sound director but when you make miss like that it hurts
h; If you're going to say that, how do you think I feel for losing
y; Oh yeah that's true huh
y; The main producer for the game
y; Well it's really fun
h; Thank you
y; This one is also going to have DLC right?
h; Yes so we want to put in at least 9 tracks at launch
h; Don't want to run to DLC but after launch we would like to add more tracks.
y; Do like a poll with the players to see what they want to hear, I'm sure they have tracks they want to hear.
h; That's a good idea
h; I would like to play it too and pick tracks as well
y; Please try hard to advertise as a walking Final Fantasy
h; If you see me walking, please don't throw rocks at me
h; I'm not going to work like this
y; Thanks for coming
f; Can you give a comment to FFXIV players

f; We have users from around the world viewing this
h; Can't say something embarrassing but I haven't started playing FFXIV yet
h; Yes I understand you'll be like that
h; But I am planning to start from today
h; On the way here I bought the game at Bikuro
h; check it out, here
h; I bought it, so I'll be joining everyone from today and I would like to add more tracks from here
h; Final Fantasy Theatrhythm, it's backwards sorry
h; Theatrhythm Final Fantasy Curtain Call is going on sale next Spring, please check it out
y; Thank you
h; Thank you
f; This was producer from Curtain Call Hazama-san
y; I'm disappointed
f; You look really disappointed
y; I thought I can do it, thought I was gonna do it on first try but missed the diagonal one
h; I'm looking forward to it
y; Do you think if Hazama-san went to the store asking for "Can I have Final Fantasy" (points to his head)
f; They will get surprised if he did that
y; Well it's Bikuro so it's possible
y; It's really fun and the versus mode is really fun also so check it out
f; I bought the 3DS just to play the previous, current one
y; You were playing it inside the plane
f; yes
f; When I was playing inside the plane, you know how they have the tables from the front seat
f; I had it down on the table and was tapping and the guy in front told me it's shaking a lot
f; It was embarrassing
y; That would be
f; When playing on the plane make sure you play it in your hands
f; This time we got buttons
y; Hand sweat is crazy
y; this was on live broadcast too
y; just because I followed my gamers pride
f; well that concludes the Theatrhythm corner
f; We're going to put a break then get into housing
f; But there was one more questions we wanted to ask since we've been getting this a lot
f; Regarding Bahamut dungeon, right now the 5th turn is going through maintenance but what is the current status?
y; I'm sorry, right now the fix is already done and it's going through final checks
y; As mentioned before when we reopened the issue came up again so we're fixing this and hoping we can get it back up by Wednesday, please wait for it
y; I am sorry for those that have been waiting, seems like we have a lot waiting.

y; We're working full on to make sure the issue is resolved so please hang in there
f; Alright lets get into our usual
y; usual?
f; break time
y; I was like what's usual?
f; we go about 10 minute break time, but we're going to show our usual slide show going over our trip memories.
y; There isn't any scenes with me doing something funny right?
f; Let me just say I just handed over all the pictures to the staff
y; So you're saying the upper staffs mistake is the lower staffs problem?
f; You're picking up parts from Hanzawa Naoki (TV Drama)
y; I just seen some of it recently
f; Well we're going to go over the trip memories plus alpha
y; plus alpha, there might be some stuff mixed in
f; See you all in a bit

break time

y; And we're back
f; We're on the 2nd half
y; Was worried, the live demo didn't show up on broadcast and we got it fixed
y; second half?
f; Let us start the 2nd half of the Producer Letter Live
y; It was Housing special?
f; Yes
w; It's been a while
w; makes it look like it's my fault
y; Ah I see
w; I'm really sorry
y; Our Wada here tripped on the cord
w; That's a lie, that is a lie!
w; Sorry
y; So we invited over Mr. Housing
f; It has been a while
y; You're looking alright
f; Alright so for the 2nd half, we would like to answer everyones questions while viewing the live demo
y; Yes please switch
y; Everyone is nervous
f; After a trouble everyone is really nervous
f; Alright I'm sure everyone is familiar with this place, this is Limsa's housing area
y; Can you see the waves?
w; It's amazing

w; It's cold today so it's like going to a resort
y; It's like this and if you turn around it looks like
f; It's nice
f; Alright lets go to questions while viewing the screen
y; The halation is crazy
y; Alright let me walk around
f; Alright the first question
f; What kind of requirements are there to obtain a housing?
y; First you need to increase the Free Companies rank up till where you get permission to buy a house, then you buy the deed to the land then buy the house
f; I see, so first you have to rank up the Free Company.
y; yes
f; Thank you, moving on
y; Halation is crazy
y; It's still being developed so there might be some parts that are hard to see
f; Aside from the housing, land fees, are there fees such as rent?
y; Like in Ultima Online for example they had it where you had to pay for example 2000 gil per week
y; We decided not to do that, once you buy it, that's it.
y; To keep the subscription going they needed players to keep on playing or the house started breaking
y; But in this generation I think I believe we don't need that, so we didn't put it in
f; The price is a secret still right?
y; Yes
w; It's expensive though right?
w; Is there anything like a loan?
y; I get asked about that a lot
y; But there is a problem with this, how are we going to collect the money?
w; That is true
y; People may skip payment and stuff
y; It might become too close to reality, so currently we have no plans for loan.
f; thank you
f; Regarding the size of the housing area, how many lands are available in one zone?
y; In this single housing instance you can build up to 30 houses
y; And from there it will have several levels (instances)
f; I see, I see
y; So you got same looking zones available and you buy the land from the open areas.
y; Here we built all the houses and customized them so they all have different colors or rooftops
w; You can change to many different colors right?
y; yes, rooftop and wall color, door, and windows.
y; right now we have the person in charge of housing sitting next to me
y; he's whispering into my ears
y; Housing took a while didn't it?

w; You should say many things here
y; What should we do? walk around a bit more?
w; It's really huge. 30 houses is pretty good amount.
y; It is big
f; Okay next question, can you show a video explaining how you purchase the land to placing objects
f; We prepared a video this time
y; Housing team got this for us.
y; We have a video to show what kind of things you can do with the housing
f; So let's check it out while Yoshida-san gives comments on it
y; Yes, while Wada san commenting as well
f; This is where we build
y; Oh the video is already running
y; In this state we already have the land but didn't build the house yet
y; We already purchased the land deed for this one.
y; And here's the menu, oh and the icons are all temporary, they have chocobo mark
w; It suddenly pops out?
y; This is an image
y; We have three deeds, so you choose and it's happens right away
y; You can preview the image, so if you have several you can choose from it
y; Then it will ask you to confirm if it's ok to build
y; If you say yes here, the house is build.
y; So the steps is really simple
y; Right now it comes with the basic outer walls, doors, and windows.
y; By doing doing different actions here you can change the parts.
w; Can you change the direction?
y; It's same, probably same
y; Don't want it where the entrance door is by the wall/fence and not being able to get out.
f; So up till here is where we build the house
f; Yoshida-san mentioned this earlier but please note that this one is development environment so there are a lot of things that will be changing from here.
f; Okay moving on can you customize the outside/exterior
y; Alright, is the video being stopped while I'm talking?
y; It's alright just keep the video running, I was actually waiting for the video, I'll just talk along with the video
y; This is the housing menu
y; It shows things like "purchase parts", "change the exterior"
y; you'll be able to purchase parts sold on the store
y; On the right side you see the housings equipment screen
y; The top for is the housing parts.
y; You drag and it changed the rooftop
w; this is easy to understand
y; So you can trade items or purchase them and equip it just as you're equipping your own gear

y; And by drag and drop you can change it.
y; There is a lot
y; Oh here it is, seiton (sort)
w; What's that?
y; The command to organize the items.
w; We finally got it huh
y; Yes, sorry for the wait, it's going through debugging process right now
w; All the scattered items got sorted
y; They did this on purpose, so mean
y; Now they changed the window
w; Can you look at it in a different angle when building?
y; Yes you can
y; You can do this with free camera
y; The wall just changed completely
y; And if you add the color to the wall beforehand it will change here also
y; You have optionals
f; There is a light by the door?
y; It's the Free Companies Crest
y; On the right side you can have place a retainer on the right hand side and
y; make it your own shop
y; This is custom parts for the house, it's hard to see because it's behind our wipe but
y; we have a fence there, you can change the house as well.
y; And on top of the roof you can place a weather vane.
y; We have a lot of these so you can mix and match from them
y; And if the housing type is different the design itself changes so it's pretty large-scale
f; Ok moving on in the video, lets layout objects in the yard
w; The yard is pretty big too
y; This is the housing menu, you open up the yard menu
y; From the bag you, right now it says it shows as move mode
y; Here you can move the camera freely but you can place objects in any position you want
f; You can move it like the ground target
y; It may make you think this is part of the development tools, it is pretty high spec feature.
y; You can place it anywhere you want.
y; This is the moogle post, next lets place a table
y; Next lets place a bench
y; The angle is bad
y; This is a bad explanation video
y; The angle is bad, what will you do next? They targeted it and they are turning it next
y; with this it changed to rotation mode
y; Why it was set up this way was because if you are able to do this for everything at once it's going to get really difficult to understand.
y; So first you place an object then you rotate in steps
f; Those items you placed shows up on the list

y; yes it will show up, there is a limit on how much you can place.
y; If you have situation where you got like 300 objects on one yard it's going to drop
y; You can place lamps outside, this one is the lamp you see at sylph's place
y; Cannon brought over from Ishgard
w; That's a bit extreme
y; Makes you think "Are you going to pick a fight with the neighbor?"
f; Pretty aggressive
f; What the, it's pointing our way
w; Don't point it this way
y; Well you can place many things and customize any way you like it
y; Like bringing over the tree from Aurum Vale
w; It's interesting
f; It's swaying
y; and of course you can sit on the bench or chairs
f; Oh so you can sit
y; Yes, I think they are going to show it
f; Looks like it
y; See he sat down
y; You can sit on the tree stump as well
w; Try shoot the canon
y; If you do that, you're really going to be fighting with your neighbor
y; And these are objects so you can jump on top of them as well
f; Okay
y; With all the things you can do outside, I hope everyone can get into doing different types of Role Play with them.
f; Going into next question, but lets move to a different scene
f; Let's look inside the Limsa's housing
y; They packed this
y; This is S size?
y; This is S size
y; You laid it out nicely
f; I like how it's fully packed
f; This is like a good example
y; You got good sense
f; Well while Yoshida-san is showing us the interior
y; This is bed you get from Maelstrom
w; Oh yeah?
f; Lets get into the questions
f; How will the crafter/gatherer class get involved for exterior/interior?
y; About 85% is made from crafters, gatherers go get the items and crafters build them and get it out on the market
y; In 2.1 there is a limit to how much furnitures we can put, so we tried to balance as much so gatherers and crafters can get involved in it, but there will be some differences.

y; Not all classes is going to be able to make the same amount, but for this we already have schedule for adding more in 2.2 so with that you'll get more.

y; Most of the things are done by gathering/crafting, there is a lot fewer things you can buy with Gil so if you really want to be unique please ask help from gatherer/crafters.

f; Okay next question, will you be able to change the BGM inside the house?

y; It's not for 2.1 but in 2.2 we are planning a Jukebox, by making that and placing that you can listen to tracks from XIV.

y; But there is one problem, we were saying "if we do that, we don't need OST"

f; Well that's that

y; That's true, but we were talking that we need to make sure to make adjustments for that

y; I was going over that when going through the outline

y; I'm the producer so

w; What are you going to do?

y; Well that's that, this is this

y; I also want to change the music depending on the mood, and say when we're going into a battle content with the Free Company, it would be nice to have/energetic music to prepare the mood.

y; So I would like to do this

f; Thank you, going to next question, we have lots of furnitures here but can you store items inside the furnitures?

y; You cannot

y; It will require a large amount of data to do this, the placement data is already using large amount.

y; I'm not saying we're not going to do this in future, but in order to write the players data into the database backend it requires a lot of data to be written every few minutes. There is a possibility of data getting rolled back, so it's dangerous.

y; We'll look into it carefully, right now FFXIV's character data is already big so we need to look into this carefully.

y; So first we'll release the housing, make sure it's stable, then expand to personal space or housing. Once all that is done then we may get into storage expansion, but at current 2.1 there isn't any.

f; Thank you, moving on, question from Twitter

f; The current housing being implemented is a Free Companies headquarter but what will happen to the house and land if the Free Company disbands?

y; You cannot disband, you have to first take away everything, such as houses first or the command to disband will not be available.

f; I see

w; I see

y; You will need to distribute the properties among other members

w; That's good idea, since people will fight over this

y; Yes they will fight, so first you have distribute all the properties among other members then disband.

y; I hope people are not thinking about fighting already

y; I know there will be but please go over who's going to take what first.

f; Lets change the scene, please switch back to camera.

f; Let's move onto the next housing area

f; Can you warp or have other methods of transportation to get to your housing instantly?

w; I would like to do that

y; You can place a Aether at the house and set that as a home point and use teleport/warp

y; It's planned for 2.1 but we're cutting close

y; The person in charge of this looking at this will probably try really hard, you're going to right?

f; That's a new way to put pressure on someone

w; That's crazy, in front of a large audience

y; Instead of teleporting to the housing area, I'm sure they want to teleport to their own house, I think that's a natural request

y; It's in the outline but they are telling me there are lots of tasks

y; So I'm just telling them it's gonna be there right?

f; Okay so it should be able to place a Aetheryte in your house, right?

y; Yes

f; Next question, will you gain resting bonus in your housing?

y; Yes

f; That was direct answer

y; Well of course, it's your own house so why not? You'll get rest bonus

f; Okay next, can you place a message board or a sign in front of the house?

y; It's not for 2.1 but going to be for 2.2 but we're thinking of one line message board system

y; It's inside the 2.2 housing task

f; I think the screen is ready, so lets switch screens

y; I think this is the first time for Wada-san to see right?

w; This is nice

f; I think so

y; This is Ul'dah

f; We showed the video in TGS, now we are able to walk around in it.

y; You'll be able to place Ul'dah specific housing S, M, and L size houses here

y; The person in charge of housing is telling me don't go that way, this way has nicer view

w; He's pointing out right next to us

y; Oh go down?

f; Okay going to next question, ready?

y; Ah yes

f; For housing can you move or rebuild?

y; Not in 2.1 but we are planning to make this possible for post 2.2

y; I think you won't have that much room to do something like that at 2.1

y; Talking about 2nd housing or rebuilding.

f; Next, can you do gardening in the housing?

y; Here you have the yard, but you can place a garden

w; Oh you can place it

y; From there you can get different stuffs, this is planned for 2.2

y; And I think it was last week, they sent me idea A & B,
y; Idea A was where you can do it casually and obtain things that are not worth anything
y; Idea B was about where everyone works together and obtain something, then planting that to do next
y; So when they asked me which one do you want, I told them B
w; That's nice
y; The question was which one would I go with, so I answered B
y; I hope the Gatherers can look forward to this one.
f; Can you have a training dummy where you can check out your damage, a training area in the housing?
y; In different camps throughout Eorzea we have dummy dolls, we're talking about being able to place that inside the house.
y; This one should be prepared not too long from now, so you'll be able to practice battle.
f; Okay, let's switch screen over once again
w; The scenery is really nice
y; This is awesome, it doesn't even look like a wasteland
y; Alright lets switch screens
f; Next we're going to move inside the Ul'dah Housing
f; For example if the L size area is sold right away, will we get the next instance right away?
y; We'll be observing how the others will be filled, if we keep on making new instances when there are open lots, it may end up with many so we want to check and open new instances once one instance is x percent filled.
y; If we do something like that no matter how much servers we add it's not going to be enough.
y; The server engineer in charge of the infrastructure was looking at us with sharp eyes
w; Looked scary just now
y; He's been sent to the overseas data center so many times
f; He needs to go out again
y; Yes I think he's going next week
w; It's cold so be careful
y; We even have this type of person help us with the broadcast
f; One more, there will be some variation to the economy depending on the world but will the housing related costs vary depending on the world?
y; No, it won't. There is one, the land. The cost of the house is fixed, however the land is auction based.
y; It will start off at the highest price, and as time passes the price will come down.
y; So in a new world there isn't much gil output yet, as you wait the price will come down.
f; But if you wait too long someone is going to buy it right?
y; I just made a bad face again
y; We have this system in Dragon Quest X, I made the suggestion, I'm going to say that now
y; Don't want someone to say I copied the idea
y; Check out the price and when you notice the price is good enough to buy go check it out with another person and you might end up meeting a different Free Company doing the same on the same land.

y; "Oh are you planning to buy this lot?"
y; "No no we're not ready yet"
y; We want you to do role play like that, if it's expensive please wait for the price to come down.
y; How long was it till it comes down?
y; Right now we are planning for every 6 hours for the price to come down.
f; Thank you. The screen is ready so lets switch over to the PC.
f; We're now inside the house.
y; I think this is what's good about S size house, you can pack it
y; There may be people out there that would rather buy a smaller house rather than a big one
f; You can do lots of decorations
y; Yes, yes, you can pack it.
y; This is Immortal Flames bed
f; Continuing onto the questions
y; Yes please do
f; We see a lot of furnitures but can you place these in the yard?
y; No, you cannot. Exterior objects are for exterior, interior is for interior.
y; The category is separated.
y; However like that bench we saw earlier, you have something similar to that one that can be placed as interior furniture.
y; But we have them separated.
f; Thank you,
y; Making it possible for both will make it hard for trading
y; Like you have to figure out what this item was for, so we have it separated as yard objects and interior furnitures.
f; Next question, I think we had a lot of these, can you place another object on top of a another object?
y; This is exactly that.
f; I see
y; You have a table and lamp on top
f; It's not a set?
y; No, it's different
y; These here are same as well
f; Can you do anything with it?
y; That's too bland
y; There is a maximum limit for how much you can put.
y; There are couple steps
y; This reminded you of Ultima Online right?
y; Like stacking up 1 gold up high
f; Yes
y; If we do that much it's going to start causing issues.
y; For stuff you would think you can place on top of a table, you will be able to do it.
f; That's good.
f; Okay next questions, can you have windows bring in light from outside and also be able to

see the outside scenery?

y; For the light coming in from the window, we can make adjustments. However you will not be able to view the outside scenery.

y; We had this request and I fully understand that, however to be able to view the outside with many houses and people walking around, to make this possible we'll need to put a limit on how much you can place inside the house.

y; So I apologize, but we decided to make it where you can place a lot of objects inside the house.

y; So you won't be able to look out from the inside, as well as view inside from outside.

f; I see.

y; However, I hope you can understand that is why you have this much freedom to do things for housing.

f; Okay, we would like to check out a different house let's switch screens for a bit

f; Next question, will you be able to expand the housing from S size to M size, M size to L size?

y; Not possible, you're talking about doing this while the building is already there right?

f; Yes

y; That's not possible, you would need to first bring down the house back to the deed, then on the open lot to place the next house deed.

y; Reason why it's done this way is before for shared housing, people are going to fight over who's stuff is who's. So all that issue needs to be resolved first to take away the house.

y; So first do that, remove the existing house, then build a new house

w; Wish real life worked that way too

y; Can you not say stuff like that?

w; It's cold today

y; People are going to fight over property distribution

w; If there is any

y; Yes, you're pretty crazy

f; I believe the next question was already answered with that answer but

f; Is it possible to sell a housing with furniture included to someone else?

y; You cannot, you can trade the deed.

y; You can give the deed to the person you have feeling for, but that's for personal housing

f; Yes

y; Every time we talk about housing I end up going that direction

y; You will need to remove everything out then trade.

f; Is the house ready?

f; This is Ul'dah still but it's the L size house

f; It's huge

w; wow

y; You made the lighting dark on purpose

y; When it's night it's like this

f; This one is also going to be fun to do layout

y; Housing team really worked hard for this day

y; You can see the rug set up nicely

w; You can tell the person's sense and personality
y; This is amazing
y; How they laid out the seats
y; You can tell how they did this on purpose since it's L sized house
y; They have their own own resting area, like a bar where someone makes drinks
y; You can really tell intentions
y; They sections out this side, and you can rest on this side
f; That's some gorgeous seat
y; This one is Garuda
y; Only important person in the Free Company can sit here
y; There are many things? Look carefully
y; Let's walk around..
y; This?
y; It's a figure of Magitek Armor
y; What? There is a imperial riding it?
w; It's on there
y; I wasn't told about this
y; We don't need to go here
f; Let's go in some more
y; Ouch, ouch
f; There are things on the ground too
y; We showed these previously as images
f; Yes
y; Tonberry is cute
y; It's really buttons like the art
y; It's really cute
y; Oh here it is
w; I want this
y; It's moving
y; Apukalu drinking bird
y; it's really detailed
f; Oh I forgot to ask the questions
y; That's because it's Molbol room
f; Umm
y; Ifrit torch
f; Going to the questions
f; Can you have a individual rooms in the Free Company housing?
y; We are planning for it, it's for post 2.2 but we're talking about having personal rooms, or just releasing personal housing. It will depend on how much of the server is going to be used.
y; Either way we have plans for it
f; So for now you can set up sections
y; Yes, you can place sections between poles
f; This wall is also a furniture right?

y; Yes, there is a Demons Wall in this wall
f; They placed it in a crazy way
w; It's nice having a tight S size but you can play a lot with this too
y; This must of taken a lot of time to do all this
f; It probably did
w; How much work did they put into this
y; This is amazing
y; Officers desk
y; This is where you sit when there isn't anyone around right?
f; Okay moving to next question, is there any feature to set a restriction so Free Company member can't just take anything out without permission?
y; Under the housing permission settings, you can assign to specific people to be able to touch, have it where people with these ranks can place stuff but can't take it out.
y; You have permission settings for rank, so you can manage from that
y; So you won't have situation where you find someone leaving the Free Company stealing the Ifrit object
y; As long as you manage the permissions correctly it should be good, so please be careful.
f; Yes, if they just assign carelessly that's going to be a problem
f; Thank you, let's do one more. Are you looking into any mini-game type of features where Free Company members can play together?
y; Right now we don't have any plans yet, however I think there is a staff that almost has something planned for a card game.
y; Since we have this much place for where you can rest
y; Oh yeah, the other day I saw something
y; When we were developing the FFXIV ARR's UI, development UI team was testing what kind of stuff they can do and they made like a picture puzzle that was working on XIV.
y; So we may have those type of stuff.
y; I was surprised, they came up to me and said "We made something like this, but is there anywhere we can put this in?"
y; Was like "what were you doing?"
f; It's huge
w; amazing
y; Here
f; That's for very important person
y; This is where you give orders
y; The center lane is facing straight
y; And the sides are angled a bit
y; This is amazing
f; Since we got a taste of the L size
w; This is really big
f; Let's move on to next
f; While we do that, let's go over some questions
f; What other features are available aside from market and retainer in the housing area

y; First off, you have a workshop inside the housing, and you can use those for crafting
y; Other than that, you can hire the NPC's selling materials and by placing that inside the house
y; You can purchase materials from that NPC
y; Say when the crafter wants those low level items they can purchase directly from that hired NPC
y; those are planned
y; I believe we'll have more later on as well
f; Related question, you mentioned workshop but what are the merits for crafting inside the underground workshops?
y; You'll be able to build an airship and go to a content with it
y; We were discussing to go with a ship or airship but we decided to go with airship first
y; We would like to do the ship later too but first we want lots of crafters from that Free Company work together and build an airship together
y; And play with that, not playing by creating the airship, but actually playing with the airship they crafted.
y; We would like to do this before the expansion pack
y; It's inside the update list I made and the staffs are all looking nervous
y; This is being planned
f; Okay one more, will there be houses with seasonal feeling such as houses with snow on them or like the event going on right now Halloween themed house, like witches house. Do you have any plans to implement something like this?
y; I cannot say it's not possible, at first we would need to increase the parts and we are working on that.
y; We want to make it something with Fantasy like, for example a weaponry and release that for personal and you can have it where you sell items, or have several people group together and sell.
y; We want to do that first, however you won't be able to customize the walls and rooftops when it's like this, if you can do that it's going to take a long time to release
y; Last week we just went over what to do with housing and we talked about these event type of things, and the stuff I just mentioned right now.
y; I think it's okay to have a pumpkin house that goes with Halloween.
y; But I think for these type of stuff, once you place it you get bored pretty fast, so I think it's better to have something which can be played even after that.
f; Thank you
f; Okay the live demo is ready so let's switch the screens over
y; Finally, shown for the first time
w; This is nice also
f; Gridania's housing area
f; This is probably going to get popular
y; Is that the World Tree?
y; You don't have to answer with a straight face, just let it through
f; This is beautiful
w; this is beautiful

f; Okay while you walk around, got some more questions
f; When will you be implementing the Chocobo Stable?
y; Post 2.3
y; We have plans for it
y; In 2.2 and 2.... I shouldn't say too much of the numbers
y; We have plans to add something that can be played with the housing in order
f; Thank you
y; That's all I can say for now
f; There are rivers and other water in the housing areas, are there any fishes in there?
y; Yes, and since there are fishes in there, you can fish.
w; You can fish huh
y; To all the fishers out there, go fish in your neighbors water.
w; There is so many things you can do in the housing
f; Yes
y; You guys worked hard on this
y; For Gridania's housing zone, I was really strict on the checks till the end
y; It turned out being like Gridania and wanted it to be something more than Fallgourd Float or players wouldn't want to live there
y; so they really worked into this one.
f; Okay going into the question, for example, is it possible raise a monster which drops material and obtain materials from them? Similar to the gardening talk from earlier.
y; Right now we have no plans, the AI is going to be really hard, like what are we going to do when there is no one, there is many things involved.
y; We had ideas where you can release minions roam freely, so those were there from the players as well.
f; So for right now we don't have plans for animal farm.
y; If we were to do it, it will be in the yard.
f; Since it's new we would like to see more but let's go check out the interior of Gridania's Housing
y; They really did a good job
f; While we're switching screens, when housing is released about how much furnitures will be available at launch?
y; Not considering the housings exterior such as the wall, rooftop, and weather vane, removing all those related stuff. Just going with the furnitures and objects you can place in the yard and interior is 220 types.
f; That's a lot
y; Out of that 180 is for furnitures, and there are 40 yard objects. This is just the start so with every patch we're working on the art and more for later patches.
f; So there is 180 types of furnitures just for interior?
y; Yes
w; For example something like this?
w; This isn't any regular furniture
y; This is

f; Where you get these?
w; I just picked them up
w; Wasn't there something like this on the ceiling earlier?
y; Housing team is angry
y; This is something you make from stuff you obtain in Bahamut's Coil
w; This is crazy, it's going to change how it feels inside the house
y; Doesn't this have stuff that's needed after the Bahamut's update?
w; Oh yeah?
y; So this is where high level battle class goes and obtains items
w; there's stuff like this too
y; You probably can imagine, this is Odin
y; Helm, Zantetsuken and Mantle as a object
f; I want this
y; We just talked about too many players being there too
w; There's stuff like this too
y; There's a silhouette of a person there
y; This is Crystal Tower
w; Oh it says confidential on here, oops sorry
w; Let me just hide that part
y; What do you mean sorry...
w; There is stuff like
y; W...wait
w; Is this an object?
y; No it's a gear
w; Oh it's a gear?
f; Oh it's a gear
w; What is this?
w; I can say it right?
y; Go ahead
w; This one doesn't even say confidential
f; Oh yeah
w; This is amazing
y; On the top left it should say AF2
w; It does
f; You look so happy
f; Wada-san looks so happy
w; It's Dragoon's AF2
w; I was planning to play it
y; Why is Mr. Housing showing stuff not related to housing?
w; Sorry, I made a mistake
y; What you mean made a mistake
w; I'm almost done with Mr. Housing
f; Needs to prepare

y; Why are you warming up already
w; Looking forward to this one
y; I wanted to save those for later
w; It's okay just make more
w; We have stuff like this too
y; You make it sound like it's so easy to do
w; This is pretty big too
y; What is that
y; Is it Leviathan?
y; It's Leviathan fountain, for outside
w; There is a gimmick to this one
w; This
y; I see, are you guys really going to do it?
y; The water fountain has animation right?
y; Are you guys really going to pull this off?
y; Effect team is going to get this done
w; Well we showed it so they will do it for sure
y; Since we have something like that already prepared that means Leviathan is coming close
f; So we have things like this coming in later on too
y; AF2...
f; I'm trying to make this positive
w; Let me show one more
w; This one is big too
y; That's a bed
w; Sorry about the AF2
y; Recently people have been calling me out on the internet, so I was saving these to gain back
f; I see
y; Is it okay? Is this going to be the leak corner now?
f; Wada-san took the lead so might as well
w; You brought a lot too
y; I'm the one giving orders so yeah
f; That's for sure
y; This is Bard
y; AF2
w; That's gorgeous
y; This one is 2.2
y; Oh crap I said it
y; This is Allagan Mail so it's from Bahamut's coil gear
y; Another version
y; It's pretty strong yet cool looking
y; What else
y; What are we going to use these for
y; I'm not going to say what they are for yet but we got stuff like these as well

y; As mentioned earlier we're going to add a feature where you have have a base gear that's strong while switching the looks so you'll be able to go inside end content with the gears you like

y; Is this okay to show?

f; You're saying that yet you're showing

y; Why is there a white Ascian?

y; Is this AF2?

y; Since we showed Dragoon, here's Warrior

y; Warrior going to look stronger

y; Let's just go with more

y; Please look forward to this also, Monk

y; I still have a lot but

f; Yes, it's housing corner so lets stop with that for now

f; The live demo is ready

f; Let's switch the corner to checking out the interior of Gridania

y; All the stuff you just saw never happened

f; This is

w; I really want that

y; This is really cute

f; This is Gridania's M size

y; It's here

y; If you look carefully it's all Ahriman

y; It's all eyes

f; Their is a lot for Ahriman

y; Why do you sound angry?

y; Are you like "there isn't for Molbol?"

f; No no

y; The center is like an eye

w; It's cute

f; It's amazing

y; Not sure why but XIV is pushing Ahriman, such as mount

f; Yes

f; There is a lot of curious things

y; It's here, it's cute

f; There we go

f; Even the ceiling

y; If you put some insense here, can you make it yellow

y; yes yes

y; This is chairs?

w; I see, it's chairs

y; The floor mat is mat and chair is chair, and if you set it up right it looks like this

w; I see

y; Why am I being impressed

f; This is amazing

f; Let's go to the questions

f; Is it possible to sleep in the beds and hammocks?

y; Yes, I said this during the live at TGS in Makuhari, but we will have a motion where you can lie down

y; but please remember not to abuse this

f; Please make sure to be pure (don't do anything bad with it)

f; Will it be possible to place mannequins and put gears on it?

y; We have plans for it but this is planned for post 2.2

y; Basically a stand where you can equip stuff and decorate

y; This is Sylph set

f; We have lots of theme oriented rooms here

y; I'm getting pressured to show every details in the rooms

y; Like this here

y; It's nice

f; Next questions, can you place pictures on the walls?

y; Yes, right here

f; There is more to this question, is it possible to place screenshots in the images?

y; I answered this before when people asked if it will be possible to design the company crest with dot image

y; When players take the screenshot we have to ask is this going to be okay to put up

y; There are different issues, so this is hard to do

y; We have lots of artworks from the art team, so we have those available

y; Please use them to bring out the mood

f; Thank you

y; Aiming for 2.1, this clock will move

y; It will display Eorzea's time, I see

f; It's really detailed

f; What do you think? Were you able to get a taste of the M size house?

y; I think they did

f; Can we see the S size

g; Right now there isn't anything placed inside

f; I see

f; Let's go to the next question, I think we showed a little earlier but when you place sections in the large rooms, can you add doors to the section walls?

y; For walls, like the one you see here. You can place these as walls to make sections

y; However you won't be able to place doors, the hit area check is pretty hard

y; For the door opening, we need to secure the space needed when the door is opened.

y; Doing that will take up some of the floor space, and we have to also think which way the door is going to open... there are lot's of things involved

y; We are looking into everything, on what we can do and can't.

y; There are things we can do just from one idea, so after going through all that we said it's hard to do doors

y; Mog Rug

y; I think we should be able to sell this in real
y; I guess we're going to check out the S size
f; Let's switch screens for a bit then
f; Next question, is it possible to set restrictions on the floors for who can enter 2nd floor or basement in L size house?
y; No
f; That's not possible
y; There is no section that separates the area so no
f; Since they are all connected
y; Yes
f; Okay moving on, will there be a system which collects Gil from Free Company members when purchasing a house for the Free Company?
y; I see, when everyone is chipping in to purchase?
f; Yes.
y; We didn't think that far, since there are many scary things possible, I can't say the details but it's possible to come up with some scary things with this
f; I see, thank you
f; Moving on, in Coerthas, Dragon Head there is a operation room with a operation desk
w; I want that
f; Will we be able to place desks like that one?
y; The one that has the Eorzea's map with chess pieces? How's that?
g; We decided to make that
y; Ah okay, they decided to make that
y; It does give a feeling that everyone is hardcore with that, I see
y; Did you see the question post and decided to make it?
g; Yes
y; Direct feedback from the devs, they will make it
f; Thank you
f; Question from Twitter, we're seeing lots right now but is it possible to have wallpapers and floorings? Will it be possible to change?
y; Wouldn't this make it different from the exterior design? Just change the wallpaper?
y; I guess it's possible to change
f; This just came in from outside the room
f; Looks like everyone is starting it now
y; Since you're here, I'll give you the honor
f; It's the job for Mr. Housing
w; They worked into this one
y; Wallpaper, I didn't even see these yet
w; We should change the reception room to this
f; I see
w; I think it's a good idea
y; This is cute also, this is floor and this is wall
w; This is floor?

y; That's the floor, and this one is wall
y; I wasn't told about this
y; This has a date of 10/02
y; This didn't come to me yet for evaluation
y; I see
f; It's still fresh
y; I'm checking through a lot of them.
f; I see
w; Looks like we really can enjoy this
f; You'll be able to change the wall and floor
y; Let me do a quick quality check right now
f; Sure, go ahead
y; I see, so the floor has chocobo's footsteps
y; And it's set up so it loops right, tiling?
g; Yes
y; Wow
y; I guess that's that
f; Please look forward to it
f; I think it's ready, so we're now inside Gridania's S-size house
f; You should be able to enjoy the packed room
y; Here's the wall lamp
f; Okay next question, will it be possible to for example turn on/off the lamps, or open/close cabinets? are there any furnitures with gimmicks?
y; Lights can be turned on/off
y; There are objects which will move by activating them as well.
f; I see, thank you
y; Since it takes in some cost to do this, it won't be as much as other furnitures but we will continue to increase
f; We has a lot of this also, are there any plans for fish tanks?
y; Put in fishes you caught?
f; yes
y; We don't have plans for this right now
y; I will deliver the message
y; We need to start from a drawing. How to make it look nice.
y; If it's just one side it's easy, but you would want to place it like this (three dimension)
f; yes
f; It's not as easy to do
y; It's pretty hard
y; I think the drawing team watching this is going to get pressured now so it's good
w; Is this where you do stuff like that?
y; no no that's not true
f; They are pushing each other
f; Next one is the last housing related question

f; When are you planning to release personal housing?
y; I don't want to too far out like a year, I would like to get it out in about 6 month from 2.1 patch release
y; Have my room, or release the house.
y; We are thinking in that time frame right now
y; This goes into the question of how much more servers we're going to need for this
y; Don't want it to make the investment cost too extreme
y; We're going to balance this out and prepare a private environment
y; So please look into this as about 6 month from 2.1
f; Thank you
f; That is it with the housing corner, all this will be enjoyed in 2.1
w; There is a lot
f; Yes
y; I haven't seen this much
y; I want to sell this alone
w; I think you would be able to sell
y; Kind of like FF no Mori (Using idea from Doubutsu no Mori)
w; Looks like theme park
y; There are things we can make actual real products from
f; That's true
w; Like that mat
f; Since we have it in 3D, makes you want it
y; We really can have these in reception rooms
f; Please look forward to housing
f; We have couple announcements so let's move onto announcement corner
f; First one is this
f; Early but would like to announce the next upcoming live
f; We said we're going to do every month, but the next one is planned for Mid, might be Late november but this one is going to be content special
y; We're going to look at how much of the contents are finished but want to broadcast when we can release a lot of information
y; Right now we have it set for Mid-November
f; For example?
y; For example, inside Crystal Tower, prepare some movies, other than that Treasure Hunt
y; Who's going to get it and how to solve, how to find the chest, will the chest open easily?
y; And new dungeons, Pharos Sirius which is brand new and two hard dungeons, which parts is going to be hard.
y; Then we got extreme primals, and Moogle battle
y; What else, how will you play the daily beastmen quest
y; Also we'll go over how the Duty Finder is going to be updated
y; We have a lot of things, it's going to be one where we will go over all the contents that can be played in 2.1 aside from the housing.
y; We want to show that we have this much stuff in details

f; Please look forward to it

f; Next, the seasonal event, starting from Oct 18th to Nov 1st (JST) so please don't miss out

f; Next, we had the Titan challenge event at the TGS along with the Kujitender, the Cactuar Earring and Bomb Earring rewards can be purchased for 1gil on every world so please go get it

y; We'll do community event's in future and when giving out rewards to that world that won, we are going to use method to distribute so please look forward to it.

f; Next

y; You'll be able to obtain these, so please pay 1 gil to obtain them.

y; Due to system we have to collect 1 gil to do this

f; Okay next

f; When we talk about November, we're going to have the F.A.T.E. with Lightning Returns: FFXIII collaboration

y; This is going to start

f; This is planned for November 14th, so please participate.

y; What kind of fate does she have coming to Eorzea and what's going to happen to her afterwards

y; Then going into the Lightning Returns story

f; Thank you, going to next

f; Fan kit, we had several till now with wallpaper which can be used on smartphone and twitter icons

f; It's now the 5th one and we want to get into the sound, we ringtones, can you please switch screen

f; We have sound effects which can be used as ringtones such as this one

y; Like "You received mail"

f; Something is about to start

y; When you win loot

f; I think everyone is looking forward to this one

w; This is nice ringtone

y; Hello this is Minfilia, can you come down to the Walking Sands?

f; Walking Sands

y; You'll probably wake up even if you're sleeping

f; We'll have these available for iphone format and mp3 format, scheduled soon, for late October so please use it.

f; We got some more

y; Oh yeah

f; Libra Eorzea

y; It's already working

f; This is running on Android

y; It's going through final debug phase, we should be able to release this soon

f; We have some more

f; We talked about continuing community event but we are planning a screenshots contest with the current All Saints event.

y; Halloween is, dang I said Halloween

f; All Saints

y; All Saints is a event where people dress up as ghosts, so I want everyone to take fun or scary screenshots

y; It takes some time to get good shots picking the right locations.

y; We want this to be memorable for everyone at same time submit them for contest

f; And since it's a contest, I'm sure people are curious about the rewards

f; We got this, this time

y; Ahriman again

w; You guys really like it

f; Today is ending up that way

y; I see

f; It's amazing

f; This time we have limit amount of winners but we'll have different events over time to distribute

y; So this time those in top rank will get these, however we're not going to make this reward just for this, so you'll be able to get them in other events/situations.

f; Yes, please participate

f; I think that's it, that concludes the announcement corner

f; We're heading to closing, but, we need to apologize, earlier when we showed the party recruit message board sample.

f; Under the comments there was one that had "No PS3 players"

y; Ah

f; I'm sorry regarding that one

y; We're talking to make it so that people can't write comments like that one.

f; Yes

y; I'm sorry

f; It looks that way, but that isn't the case

y; It's when we were talking about not being able to write stuff like that

y; I apologize

f; Well we went little over 2.5 hour

w; It had a lot of volume

f; We would like to end the broadcast with comments from both of you but who wants to start?

f; Okay lets start with Mr. Housing Wada-san

w; It has been two month since launch, thank you very much

w; I have been traveling around a lot and I'm still level 46 in game

w; Eorzea is a world where it evolves with everyones feedbacks.

w; Thanks to everyones support and advices we got it this far

w; We just started so we would like to continue receiving feedbacks and suggestions from everyone to make it a better Eorzea

w; Please support us

f; Okay Yoshida-san can you give your closing statement

y; It's been a while since we did the live here, it's been little over two month.

y; I learned that launch is pretty crazy

y; I am actually seeing lots of players playing by actually playing with actual players, partying up with everyone and I'm really happy.

y; I think it was really good, I really love MMO, it's really fun to play with everyone.

y; Hardcore staff is telling me to hurry up and finish the leveling.

y; When I see shouts I go to it even if the level isn't same, so I'm really enjoying it

y; We were able to make a large MMO in this short 2 and half year, and this housing is one also but we really worked into this contents, so I really want players to be surprised with the amount of volume in 2.1

y; That's it for Mr. Housing right? Since housing is going to be released

w; I put out some spies, I'm sure they are going to give me tips

y; What do you mean, after housing is released...

w; You get it right?

y; I see, so there are other spies out there

w; of course

y; So we'll see you somewhere

w; Hoping to see you all somewhere

f; Alright we'll be seeing you all in the 10th Producer Letter Live

f; See you until next time

f; Goodbye

* I apologize for any errors there may be in the translation. I'll try to fix them up during weekday

* That or wait till the official one (^_^)

TEST BROADCAST STUFF

For ppl playing on Famfrit and Behemoth - Reinhart Valentine is not ME. I'm Reinheart on Sargantanas.

test broadcast translation as a test

not going to do the whole thing, just playing around for now, going back to XIV in a bit.

Test broadcast planned for tonight 10/18, no specific time set, going to 'try' and translate part/full of the test broadcast from last night.

Video link -

PT1 - http://www.nicovideo.jp/watch/sm22070190?ref=search_tag_video

PT2 - http://www.nicovideo.jp/watch/sm22070210?ref=search_tag_video

y; good evening everyone

m; good evening

m; time for test broadcast is here

m; i said im not going to mess up and i already did

m; today we're starting with a way we haven't done before (yoship here)

m; for those watching from niconama please let us know

y; yes, thanks

m; can everyone hear?

y; is it loud, small, video breaking up

m; how is it on youtube, can you see, how's the voice?

y; loud/small?

m; some more

y; how many are we broadcasting on this time?

m; 4

m; niconama how's it?

m; can't hear from the left?

m; yes please let us know if you can't hear from one of the sides

#hold on son crying...

skipping boring test test part

#starting from 5min on the test broadcast vid

y; Alright, I'm going to talk to everyone why I'm here

y; so while you can watch that please let us know if you can hear or can't hear

y; right now we have been hearing lots of people saying there are lots of maintenance going on the Lodestone and can't check

y; Also where the bugs are happening in WP where the door doesn't open

y; Also where we tried to fix stuff reported by GM but wasn't doing it right

y; Tomorrow, during the live broadcast although we have the main topic set to housing

y; but there are talks about what's going to happen to WAR,

m; I'm playing dragoon

y; yes so what's going to happen to that

y; also about the cheats where there are some using but we are taking them down

y; we are working on them

y; Also I went to the group meeting with the WHM 50 but I couldn't follow the story at all, so we're talking about how to fix those in 2.1 we're discussing all that (he's talking about CM and other story based end game dungeons)

y; Also we're going to talk about how the devs think of range/close range DPS
y; we're going to go over all that first then get into housing, also we got the theatrythm
y; I wanted to let you all know that we're going to get into those details lots of players are wondering about.
y; We have plans on making the game better by listening to the feedbacks, and we'll talk over how the feedbacks are being handled.
y; is everything good now?
y; you're going to test theatrythm right?
m; yes
y; I have to get into a meeting with the dev team to talk about something I can't talk about here
y; soken can you test the theatrythm?
s; I never played it before
m; I don't want to hear stuff like that, stop being a chicken
s; It's hard to come out in this type of mood
s; I look tired
m; Don't worry it's test
s; This is Soken from FFXIV sound
s; I didn't shave today
m; I did
s; everyone expects we're going to do something during the test
m; everyone is expecting too much
m; this is a test
s; what are we doing today?
m; we're going to test the theatrythm
m; we have it prepared already
m; please let us know if you can hear the sound or see the video
m; during TGS we were going around Titan and other locations so we haven't played it yet
s; I haven't seen it yet
m; I wanted to line up for this
s; Yoshida-san played it right?
m; yes
m; you're going to play
s; me!?
m; you have to put this on
m; if you have both ears on you're going to get all into it so just one ear
s; ok
m; ok lets switch screen
part 2 of the video
m; ok it's starting
s; can everyone hear the 3DS?
m; you have to tap
m; yes like that
m; you're good

s; of course I'm the sound director
m; mm?
m; you're off tune
m; you're the sound director right
s; mmmm
s; i can't talk
m; I'm going to keep on talking to you
s; (humming the tune)
m; it's hard to talk to you when you're doing that
m; are you composing everytime like this?
s; this is going to be perfect
s; what's going on?
m; Ramuh is going to come out
m; depending on how you do you'll see Ramuh attack
s; my finger tips is shaking so I'm pressing twice on some parts
m; like grandpa
s; says full chain
m; but there is a problem, there is great 18 and good 5
m; as a sound director I expected you to get all critical
s; I see
s; So I can't get good?
m; yes good for you means you suck
s; I see

I think that enough test... rest you can watch the vid.

YoshiP shows off his gameplay skills to Soken, also scolds both of them for saying the title of the song wrong. Soken tells yoship actually he's not sound director but part of lore team :p

Be back at 5AM PDT! Will go live around 4-4:30 to make sure everything is set up correctly again.

moving test portion to bottom.

Video is up, this one is probably another test so nothing special.

3:59AM PDT

#

hello

y; good evening

y; wait what? it's evening right

f; it's evening

f; we're starting live in 30 minutes but broadcasting a test right before

y; yesterday people were asking when is the live
f; we're testing if the sound/video is good
f; so this one is for that
f; if there is something wrong or good please leave a comment on twitter
y; other than that how my face looks
y; people were saying yesterday that i looked tired
f; there was one image people selected
y; that was like a best shot, if you try to do it normal people say he looks tired
y; if i try to do it in happy mode, people get mad it's hard
f; this is a test broadcast
f; going over what's going to be talked about tonight
y; did a rehearsal but we have a lot
f; we're going to talk about hot topics about current xiv
f; we got a lot to cover so please look into it
y; turned down the BGM a little
y; you want me to check with the players if it's good?
f; yes
y; how about the sound is it breaking up again? it's good
y; was there anything to mention before the live
f; we have plans to bring in a guest, theatrhythm producer
y; during TGS we did a theatrhythm battle on stage and talked about what we're going to do if i
win
y; and i won, so please look forward to it.
y; Hopefully we can squeeze out some info from the producer
f; Also people are looking forward to the score Yoshida is going to get in today's live
y; I was working till early morning and suddenly internet went down
y; I was thinking it was the router and unplugged and plugged in some stuff and it was looping
y; and almost caused the office network to go down
f; I think you're not supposed to talk that one
y; oh yeah? he's looking pretty mad so we should stop w
y; we've been working hard on the housing content so we would like everyone to please look
forward to that one
f; people asking if it's not cold wearing t-shirt
f; it's hot in here
y; I think Tokyo is colder than Hokaido inside the house
y; how's the test?
y; why isn't the staff telling us it's ok or something
f; the live is in 40min so please hang in there, see you then
f; bye

*test broadcast before actual live end *