

**11/11/2012 - FINAL FANTASY XIV - 4TH PRODUCER LETTER LIVE
UNOFFICIAL TRANSLATION**

** PLEASE NOTE AS USUAL ALL MY TRANSLATIONS ARE NOT 100% AND THIS IS LIVE TRANSLATION SO I MAY MISS SOME PARTS AS IN THE LAST 3 LIVE STREAMING... YOSHIP AND THEM DON'T PAUSE AT ALL (WHICH IS GOOD, BUT HARDER FOR ME LOL)

My own comments (if I have time to do put my own comments) will be in [], faster than selecting font color while doing live translation.

Official translations will appear inside < > below the corresponding translation from Reinheart.

Official translations of the Q/A - <http://forum.square-enix.com/ffxiv/threads/57667>

Live Stream Link - <http://www.youtube.com/watch?v=L46pME-OC1Y&feature=plcp>

*** 4:30am can't do the editing... sleepy.. I go sleep for today. night all - sorry if my translation is hard to understand.*

*** I continued the coloring of text, Wada's is not done yet. I also marked some spots I couldn't understand with {Check this one} in case you could understand/remember what you meant. :) -Mikko*

1:47 AM PST -

<http://www.youtube.com/watch?v=L46pME-OC1Y&feature=plcp&newstate=50b0affb4fc1cc3d91105a1ae1bd5ded> - prelude music playing in background now :)

Mochi: To all those watching Producer letter live right now, good evening - please let us know how the sound is, if it's too loud or not, via twitter with hash tag. *testing* might be too loud, little bit loud.

Oh forgot to mention, this is Mochi from the forums. Some may be asking will I be doing the actual live but I won't. Some saying the voice is tearing, can you hear me. Suits doesn't look good on you... yes I know, just ignore that, I know that. Oh is it fixed, ahh ahh can you hear? testing... i think it's good now. want to adjust a bit more? looks about right so before the actual live there was one thing we wanted to explain. First can you show the power point.

Some may wonder "What is this? " but this is Soken who posted on his blog saying he will stop Dalamud without getting any permission from anyone. Also here's another image of what will happen after he tries.

Today dalamud actually fell but some are wondering if Soken really stopped Dalamud so lets call him up... Mr. Soken!

Mochi: LOL - looks like you got burnt a bit but did you really go?

Soken: I really tried but... I really couldn't... it was.. quite big... I was thinking it was smaller like a size of a Japanese Plum (Umeboshi) - Not sure if everyone looked at it yet or not but really at 1:23 of the video I was fighting in that trailer. You can see me with this in the front line battling the empire and I was really trying to stop close to 1m 2m, then the old guy did some stuff and then I got teleported to the dev office and just heard we are doing test so got called in... Can I go now? As an apology for not being able to stop Dalamud I will try my best at ARR's music so please look forward to it.

M: Anything else you missed?

S: Nope it's all good. Today we are going to do different stuff again right?

M: Yes.

S: Someone is going to make fun of this huh?

M: Yes.

M: We would like to start the event at 17:00 JST, in 5 minutes.

S: Oh crap 5min I can't be doing this gotta go.

Y - YoshiP - W - Wada - F - Foxclon

00 - Trailer - End of Era playing [as expected]

06 - Good evening, time for 4th letter live here.

Y: First introduction - current version FFXIV and ARR FFXIV director producer Yoshida here. First off, the current version ended and the last trailer was up. We were trying our best to keep the current server running but it ended up this way. We're making sure we won't run into that kind of problems in ARR.

Y: Some have commented it would have been better to have the trailer in game but to do that it was going to be really hard and we had to do it this way. At least we can finally bring out Bahamut's name up. Even at the gamescom we were talking about primals and at the interview they asked me you kept on saying FF, FF and never brought up Bahamut's name so I'm happy I can finally bring it up.

Y: Since starting the adjustments to the current version we had to redo the whole saying and this was planned since a month after the team change. There are parts where you look at previous quests and go "oh so that's what it meant" and stuff.

Y: In ARR start there will be end content which involves Bahamut and also about what will happen to Ruizowa (old guy) - All the hidden information will be revealed in that end content. [on going long term content]

F: We received questions for this live letter so we got those.

Y: Also for the suites - since it's the end of the current version we wanted to end it correctly so our staff members are wearing suits. I believe Soken is also changing to his suit.

Y: I may answer some questions while looking at the screen.

F: Everyone is jumping a lot.

F: How many characters can be viewed at once?

Y: I would say at least 3 digit number.

Y: The chat screen is hidden so don't worry.

F: First question.

F: Will hildebrand come up in ARR?

Y: In ARR some may wonder if he fell off Dalamud in that last trailer but please look forward to how he will fight and come back.

<Q1: Will Hildibrand make an appearance in ARR?

A1: Of course! He will most likely face brand-new challenges. Please look forward to it in ARR!>

F: in ARR can we change names (1 time)?

Y: Right now it looks like this is possible.

<Q2: Will we be able to change our character name at the start of ARR?

A2: We'll continue to look at the possibilities until the very end, but it looks like we will be able to provide this option.>

Y: It's going crazy.

F: Ok next question.

F: Does characters' breasts move?

Y: There are bones - for those of you know this industry would know.

So there are bones in them so it will move. It's a little and awkward but we are testing it out right now and alpha testers who noticed will know and commenting if it needs bit more or not.

<Q3: Will my character's chest be bouncy?

A3: If you are an expert in this area, you will most likely understand, but they will... *boing boing*>

F: It's a big group.

I think most are tired of looking at these scenes that was already shown before.

F: Could you explain about magitek armor can it be used in battle.

Y: Right now it can't be used in battle but since it's being used in FFVI and we are talking with the devs we want to so it may be possible.

F: So we can look forward to this right?

F: Are there any other mounts?

Y: Can everyone in alpha stop? I got something just out of the press.

This is Yoshida-san's room and right next to here has his desk with development docs and stuff but..

[showing laptop]

Y: Sorry it's on laptop pc but, oh it looks fine.

This... This is going through animation test but this is Coeurl.

The motion team is working on it.

F: Does this mean that the Coeurl mount is going to be available?

Y: Yes.

<Q4: Will we be able to use Magitek armor in battle? Also, would it be possible to provide us with additional info on the other mounts you're planning to implement?

A4: Unfortunately, we currently do not have plans for the Magitek armor to be usable in battle. However, we may treat this particular mount in a special way. Also, we're currently planning to implement a coeurl mount. We're currently in the process of testing out the animations. (Demonstration video shown)>

F: Will there be some party adjustments to make tank and healers ?

Y: In MMO it looks as if Tank and healer is important but in an MMO if the DPS can't deal enough damage the tank has to be there longer and healer has to heal longer but so to keep the party you will need everyone. Not only healer/tank. So for the balancing you will be able to play it during beta and we will increase number of people who can test so please try it then.

<Q5: In the current version of the game for primal battles, a lot of pressure is put on tanks and healers. For A Realm Reborn will there be any rebalancing of each role's responsibility?

A5: Not only for ARR, but for MMORPGs in general, the tank's role is extremely important as

they have to hold hate, and the healers role is equally important, however, if attackers are not able to deal damage the fight will go on and on, so it's not the case where other classes are not as important or busy. We'd like to have everyone try out the Beta Test to see how everything is balanced.>

For alpha testers I'm going to stop here for a bit so please stay here.

[missed question.. orz baby crying]

<Q6: How's the development team planning to proceed with the content finder system?

A6: With the content finder, players will have the option to chose from multiple types of content. While the current players may have a different level of motivation compared with the new players when it comes to participating in content, players from different Worlds will be able to play together and have the option to choose the content of their choice.>

F: Regarding rewards in contents.

Y: There are some contents and there are rewards which are done by rate in current version. So instead of that you can choose different contents.

<Q7: Will there be any changes to 8-person parties in A Realm Reborn? Are there any plans for solo or low-man content?

A7: For raids the focus will be on 8-person parties. For instanced dungeons there will also be 4-person party ones. In regards to high-level content, we are planning to make it fundamentally focused on full parties, however there will be casual content as well. For example, one plan we have is for content called "FULL ACTIVE TIME EVENT." This is content that contains various elements such as fighting against a bunch of monsters that spawn and hamlet defense-like elements. For the time being, think of it as there will be a lot of different content in a variety of places.>

F: Regarding party will the current 8 player party stay or will there be contents for instance dungeon for 4 players.

Y: For the last quests that were added in current we had those that required 4 to play casually and we have other content in ARR which can be played more casually.

F: Can we hear more about it?

Y: In the last producer letter I believe this screenshot was in there but there was a chat where someone said besieged but it's not that but something that is full active time event.

While we do our PR we will explain this with more videos but by players arriving they can join and fight and then disband later on. Like for the chocobo caravan, or hamlet it will be redone with this type of system. it reads FATE. I believe you will be able to test this from Beta, in alpha we may do something similar without the system.

F: How will the materia system change in ARR?

Y: It won't change greatly but I believe there were different stats for same tier materia but those will be gone, it will be put on the highest stat number within that tier. For those with current materia it will be adjusted to the highest number within that tier. Also for the double or higher melds we are planning to increase the stats some more.

<Q11: How will the materia system change in ARR?

A11: Basically, there won't be too many changes. In the current version, there are fluctuations in the resulting stats for materia, but in ARR these fluctuations will be removed. The rate for multiple melding will be higher than it is currently, and the materia system as a whole will be made more casual.>

F: Monk's concept will change but for the status will it remain as STR and INT, we would like some more information.

Y: For each class it will change greatly.

F: This is for all class including Monk?

Y: Yes it will change, we are still making adjustments in Alpha and it will reflect on Beta. I saw the comments about the stance and all those but how you view Monk will change.

<Q8: You mentioned that the concept of the monk job was going to be changed. Would it be possible to provide a little bit more information? (Such as if STR/INT will continue to be their main attribute, what kind of abilities they will have, etc.)

A8: The main attribute for all classes and jobs will be completely different. Since the whole battle system will be revamped, we will make the necessary changes to accommodate these changes. >

Y: [showing map] So the map you have to explore the map. By completing Map you can get achievements and stuff. This part is where it's well known - Camp Tranquil, not sure why people like it here but yeah.

Right now this is set up on the highest quality in core i7 PC so for those of you playing current FFXIV at highest it should be like this.

F: Regarding gatherer classes.

Y: I talked about this couple time before but for gatherer/crafter classes gathering items and crafting them is the primary content. But we don't have any plans for main content for them at this time. But we have stuff like the housing where you have to build the roof, where gatherer and crafter will be involved.

<Q9: Will there be anything new added for crafters and gatherers in ARR?

A9: We currently do not have anything planned that is specific for gatherers and crafters that could be considered as a "main focus". However, they will play an important part for things like housing (such as changing roofs, etc.) for example. >

Y: Turtle is not here, is it being killed?

F: I don't see it either, where is it.

Y: This place is scary, my character is 20 also so this place is scary.

F: OK while we find the turtle next question

F: New market system - how will it be - please explain in more details.

Y: Some are saying max players in view.

F: Anyways back to market question.

Y: First we are redoing the whole thing where it will include everything. We changed greatly from where the retainer is just standing, it's really hard to explain this one so we can show this one in Beta so want players to check it out there.

Searching items with materia attached and HQ, all those will work so we want you to test those out while we check how it will run.

<Q10: Please tell us more about the new market system.

A10: The retainer system has been revamped from the ground up. We are planning to implement new functions such as the auction house system, which was requested by a ton of players. Additionally, you will be able to display the retainer of your liking while in the wards. It's quite difficult to explain so please see for yourself in the Beta Test! >

F: OK lets finish the first half here and continue in the 2nd version.

F: We have some slideshow which brings cutscenes from the current version so we'll take about 5min break.

[---5min break ---]

F: OK lets go to first question

W: this is every time... I won't ask anymore... so I just brought it...

F: What is this?

Y: This is housing, I believe for Limsa.

W: I brought some more here.

Y: That is the medium size, open field (plain) housing.

W: How about this?

Y: That's Gridanian medium size housing.

W: This looks nice.

Y: This has a balcony.

W: [pointing] this is the person.

Y: First is shared

Y: To buy something of this size everyone in the group would need to chip in to purchase probably.

Y: We have lots of options to share public or private.

W: I got this also, what's this?

Y: This is a windmill for the plain field housing.

W: And this?

Y: This is a mock up + art of the 荒野 kouya - mountain area?? [need to look up.] (wilderness from Gtranslate)

W: Can you own small and larger for person?

Y: First we want players to get headquarter for the free company first.

Y: Say members created a free company named Square-Enix say I can't get in for some time and say I build something which gives other members 1.5x exp bonus for battle and crafting. By accumulating free company points you can place park & tower. [??] By getting those you can help to support others. And we are making it where if you support other new players good things will happen. We are working on it.

W: So I showed something very important then.

Y: Yes you did.

<Q12: I found some artwork related to the housing system. Can you tell us more about it?

A12: Here's the artwork for a large size house. As you can see, large houses will come with balconies. If you plan to purchase a house of this caliber, it will require a very large amount of gil.

You will be able to set entry restrictions for your house. With this function, you will be able to specify which players will have access to your house. With the larger houses, we plan to release it as a headquarters for the free companies initially, and then release it as a personal house later on. Additionally, you will be able to place parks and towers within your houses and these objects will provide special bonuses such as experience bonus, HQ rate bonus for crafting, etc.

Furthermore, we have plans to turn a portion of a room to an instance that the players will be able to live in.>

F: Later on will there be contents which can enjoyed alone?

Y: Yes once the community is set we can have stuff like where rooms can be owned by individuals or they can own their own homes later on.

F: We received comments already regarding the housing but it looks huge.

Y: Well, being huge means you can put more stuff like say you defeat bahamut you can put like

a skull on the wall and stuff, like have it where you can place those kind of stuff in there. Where players doing battle can place their trophies and achievements in there.

F: Since Wada-san is interested in housing there is a question on how much will the housing cost?

Y: Since the gil will be adjusted in ARR it's hard to say how much but I think it's about lv50 player spending all their gil at lv50 will buy you a small size house.

W: So it costs a lot then.

Y: yeah.

<Q13: How much will housing, including the interior and furniture, cost?

A13: We will be lowering the value of gil in ARR, so this is quite difficult to say, but a couple of level 50 players that save up their gil can get an S-sized house.>

F: For free company can we join one being in different grand companies?

Y: Yes [he explains it with examples]

Y: It can be played casually but also can be played hardcore where you can go up in rank with free company within the grand company to get other benefits.

<Q14: Will we be able to form free companies even if we are from different grand companies? Tell us more about free companies!

A14: Regardless of your grand company, you will be able to join a free company. Who you build your free company with is up to you and we leave the role playing up to you. There will be a value system for grand companies, "reputation," so you'll be able to contribute to a grand company of your liking.>

F: With the poster we are hearing voice that they want this already.

Y: This is one of the PR materials and we are calling it primals gathering.

We have other materials also like free company related one.

F: So please look forward to that.

Y: We have those primals like Leviathan and stuff.

W: Am I in the way?

Y: No you're ok, you're like a Primal anyway.

(Staff laughing)

Y: Sorry.

<Q15: Will you be selling that sweet poster of the primals?

A15: We're planning to make it into a poster, but this one behind us is just for promotional use. We also have a lot of other plans!>

F: Not only for legacy members but will there be other stuff say PS3 players playing from PC

legacy account can use those in-game special items?

Y: Yes the special items are attached to the account so even if you make a new character you will get those items.

<Q16: How are you planning to attach the Legacy bonuses (i.e. chocobo, etc.)?

A16: The Legacy bonuses will be tied to the Square Enix accounts. As long as your account is flagged as a Legacy account, existing characters and new characters will be able to receive the associated bonuses.>

F: About the benchmark...

Y: We have first one at the timing of Beta and the other one with character make.

Y: Oh

[blind closing in back]

F: Sorry I forgot to turn it off - our blinds automatically close.

<Q17: When will the PC benchmark be released?

A17: We're planning to release the first one around the time of the Beta Test. The first one will be to check your system in order to play the Beta and the other benchmark will be released around the timing of the launch of ARR. We are planning to have character creation in the second benchmark.>

F: Will it be possible to change the language/voice in-game?

Y: let me confirm can we change the voice in game with different language for text?

F: For the subtitles say in english voice and another language for subtitle.

Y: We are not looking at subtitles but we have lots of languages so those will be available through in-game [need to listen again later - or check official q/a]

**<Q18: Will we be able to switch the language of the subtitles and the voices?
If so, will we able to switch it in-game?**

A18: While we plan to increase the languages that are supported, we currently do not have plans for players to be able to switch the language of the subtitle. The voices can be switched while in the game, but you will not be able to switch during a cut scene. >

Y: There are lots of people lol

W: yeah there are many.

F: Could you explain details about Bahamut and Crystal Tower?

Y: Crystal Raid is alliance raid which is done with 24 players

Y: Also for the Great Labyrinth of Bahamut, these are year long content so as time goes on we will increase more floor/rooms/levels as time goes since like Crystal tower in FF3 is a long dungeon so you could imagine from that.

F: For the Great Labyrinth of Bahamut will this also be similar

Y: how should I explain this, this time at beginning of the live we showed the trailer which showed Bahamut was inside Dalamud but there were some stuff like Key dropping from Dalamud, those stuff got spread out to Eorzea so that holds some hints towards this content. If I say any more it might spoil so I'll keep it at that. Just look at it as a raid with lots of bosses so if you can't deal a lot of damage and don't have strategy it's not going to be easy, you might die over 20 times.

<Q20: Please tell us more about the Crystal Tower and the Great Labyrinth of Bahamut!

A20: The Crystal Tower will be an alliance-specific raid and an alliance party consists of three parties. Both the Crystal Tower and the Great Labyrinth of Bahamut will be expanded in multiple stages.

Also, as far as the Great Labyrinth of Bahamut goes, you probably figured out the Dalamud was used to imprison Bahamut. Players will find out why Bahamut was trapped, why the key-like object fell to the ground, what role the key plays in the dungeon, etc. Sorry, this is much as I can say for now!>

F: Could you explain the mark you will get for playing the current version?

Y: I'll keep quiet on this one just yet, it's not the time yet.

<Q19: Tell us if there will be any physical evidence on our characters that they survived the Seventh Umbral Era!

A19: Sorry, but we cannot tell you right now! We will let you know once the time comes!>

F: Hairstyles. Could you explain if there will be more hairstyles?

Y: Hairstyles, ok let me keep that screen as that and get some spoilers, many spoilers.. for hair

Y: First off [showing miqu'te male with new hair] people calling it Osute (osu in JP means male)

Y: And [showing Roegadyn Female]

Y: Time is ok?

F: Yeah

Y: This is Roegadyn [Male]

Y: I printed them alot so yeah

Y: there are these also [female and male lala]

Y: I personally like this one [elezen female]

Y: And this one [Hyr Female]

Y: I said it before but it's not in alpha yet but we have {Check this one}

Y: I asked for one more and they rushed and for some reason we got this sexy one.. not sure why sexy one but here's one more.

Y: And here's Elezen male.

Y: I believe you could be able to try them out in Beta.

<Q22: When will we be able to use the new hairstyles and other features that are added?

A22: We are trying our best so that you can use them during testing, but there is a chance that they will be implemented into the Beta without all of the animations finalized.>

F: When can we use male miqo'te?

Y: We had lots of issue with current version and there are lots of weapons, armors made in the past 2 years and it will take a lot of time redo those. We are doing lots of converting right now, we're aiming for beta at this time but we are not 100% sure yet at this time.

F: At the 3rd players' poll. What kind of race is being added? It's being asked pretty quick

Y: From foreign players we have lots of request for Viera type but we got those dragonian ones but from other regions they are asking for Viera so... It may sound like it's confirmed but we are not decided Yoshida Akihiko and them are working so yeah. {Check this one}

F: So it will be in an expansion in future?

Y: Yeah most likely for expansion later on.

<Q23: In the 3rd player survey, there was a question about new races/clans, but when and what race will be implemented? Will there be Viera or beastmen/lizardmen?

A23: Viera are extremely popular amongst our players overseas, so we are lost in thought on this one. We haven't decided anything as of yet and are still looking into this. In the event that we do add them, it will be in the future in an expansion.>

F: PvP against the dev team ? [missed question]

Y: We have many staff in battle team which has been playing PvP with me so we are really working on this. Say if we have the dev team we want to battle by hiding our characters to do Pvp just in case we win and players think we are cheating.

For alpha we are in game as much as possible to get players' feedback directly and I would like to keep doing this in ARR also. {Check this one}

F: I looked at the players with Yoshida-san but they are full on PvP group so please defeat them.

F: I'm also seeing comments they want to fight Wada-san.

W: Lets do it.

Y: Say we have a team that fights Dev team + Wada-san say we have reward where say they are students or something and they will get to get involved with development to give comments for later changes/content.

W: Lets do it, that sounds good.

Y: Oh... We just got the OK... So we'll look into this.

<Q24: Once the PvP content is implemented, will we be able to fight Yoshi-P?

A24: There are multiple people from the development team who put a lot of thought into the PvP system and we currently do have plans to implement a system where players will be able to fight against the development team. As an additional note, we have plans for players to be able to fight Wada for an event!>

F: will there be map changes with season?

Y: The timing of Eorzea time with actual event the timing is different so by saying seasonal we don't know where to base off say Japan's winter might be different from another country so we can't do stuff like that but we'll have stuff in seasonal events with decorations and stuff. Also we have lots of different weather effects this time.

<Q25: Depending on the area, will maps change based on the season? For example, flowers blossoming, leaves changing color or falling off trees, etc.

A25: Areas will have certain elements, so you will be able to feel the seasons. However, Eorzea's time and real world time are slightly different, and there are different times around the world as well, but we will be matching it to Japan since it is a game originating in Japan. As we showed you before, there are snowy mountains, so we hope you'll be able to experience the varying seasons.>

F: Are there methods to increase inventory space or easier way to send/receive items?

Y: For increasing player's inventory space we don't have many plans but say for housing to have a box where you can store items or a bank in your free company where you can store items.

Y: I don't want to have many items being held and it eats up memory so we'll probably go with that but with gear set increases and stuff we'll look into this also.

F: How about send/receive?

Y: Not sure if alpha players tried yet but it's possible to send messages or items by using character's full name but this increases the possibility of RMT so we have stuff in place like say melded gear changing into untradable to prevent those type of deals if there are many requests it's possible.

<Q26: Are there any plans to expand inventory size? Also, are there any plans for us to be able to send an item to our secondary character easily?

A26: Unfortunately, we do not have plans to increase the player's inventory size (maybe a little). However, we do have plans to expand a player's storage. We also have plans for players to be able to increase the number of gear sets they can have through quests. As far as sending an item to a secondary character goes, in ARR, you will only be able to send letters and items to your friends. As long as you know a character's info, you will be able to send them a letter/item.

Furthermore, we are planning out the delivery system so that player's won't be able to abuse the system (anti-RMT measures).>

F: When can NA players participate in alpha test?

Y: Right now we complete first phase and is stable with about 800 players in one zone, in ARR FFXIV we have about 40 zones but we have about 800 players which also included monsters so it's about 400 . And we're at this point right now where it's starting to get heavy around 800 characters so next week along with fixes to the current alpha version we are going to stop to fix those, then after that test for about 5 days then start global alpha.

F: So about the end of this month around the 26th?

Y: Yes, at that time we can probably open the servers for 24 hours to do aging test to see how long the servers can run staying open for 24 hours.

F: You will increase the amount of japanese players some more too right?

Y: Yes we will.

F: I've seen comments where people didn't get in yet.

Y: Yeah we want to make sure as many players as possible can get in.

Y: I'm happy some think that this is good to even be beta but I am not satisfied yet so we're working on this some more.

F: OK, please look forward to this.

<Q27: When can overseas players join the Alpha Test?

A27: The first phase of the Alpha Test has been completed, and we have managed to solve almost all of the issues when player numbers increase. We've made it possible to safely run the game with 800 people in a single area, but once it the area exceeds 800 people we've seen some heavy lag. Next week will not have an Alpha Test and we'll be focusing on fixing this. The week after if we are able to hold five days of tests with no issues, we will open Alpha globally on 11/26.>

F: Can we have marriage, can we also marry same gender?

Y: For marriage - I should have moved... it's bit too far from here.. how much time we have remaining?

F: About 10-20 minutes.

Y: Ah, I won't do it then, I have shown the image before but in ARR we will have a large church. (daiseidou)[need to look up]

Y: We have this for this and it will be ready, also regarding the same gender marriage we have been talking with the gaming industry but for now we want to decide on this looking at players feedbacks as different countries have different views on this matter.

<Q28: Will it be possible to get married? Will same-sex marriage be possible?

A28: There will be a cathedral in ARR, and this was created so that marriage can be performed. We will release information on this once marriage is possible. Same-sex

marriage is an extremely fragile topic, so for now we would like to only have opposite-sex marriage to start.>

F: OK next question. The countdown timer on the right side of the alpha screen.

Y: This is party invite count and the number of friend invites showing how many I got, so I got 130 party invites and 30 friendlist invites right now, people are saying "stop ignoring me lol".

Y: I'm just running through mobs while alpha testers kill them, oh someone cured me, thanks.

<Q29: What's the counter that's appearing on the right side of the Alpha Test screen?

A29: That is the number of party invites and friend invites I have received.>

F: Could you dye AF or those gear with different color (rarity) ?

Y: This question has couple parts so first off you can buy the dye from the NPC and there are colors which can only be made only by crafters. The dye can be changed later so say you have red one week then yellow next week. We have made it very simple. At the start we will have 24 colors and we will have rare colors in addition to them. You can also buy these from the markets. Also at character creation screen we discussed about doing sliders to change color but doing this can make issues with lighting so we don't know how much it's going to affect. We can do 65000 colors but we're not sure how much this will affect. We are making close adjustments on how the color dyes will affect the gear as we don't want to do too much to make them look ugly.

Y: Some of the characters in alpha test have different colors and you can see those when looking at them closely.

F: Can Gatherers and Crafters make some money with this?

Y: Yes. Also regarding the AF. For a while we want the colors to be static, we want to keep the job image static for a while, but later on we want to be able to change colors like say in FFXI you had AF2 with different color.

Y: What's this says Castorum [missed]

Y: It's a new area.

<Q30: Can you tell us what's planned for equipment dying? Can you dye artifact?

A30: For dyeing, there will be colors that can be purchased from NPCs and there will also be those that will be made by Disciples of the Land/Hand. It will be possible to dye gear that has already been dyed a different color. At the start there will be 24 colors, but there will also be rare colors besides these 24. In regards to the methods for dying, the places you can dye are decided based on the equipment, and only that part can be dyed. For artifact we are not planning to allow for color changes at first. We don't want to destroy the image of artifact armor, but we'd like to do this in the future.>

F: OK next question - in ARR when creating a new character you will start with new basic gear but for existing characters will we get that new race specific gear as default?

Y: Yes. you will get them so don't worry.

<Q31: When you create a new character in ARR, they come with the race-specific gear. Will existing players also receive the race-specific gear? Also, are there any plans to implement a high-level version of the race-specific gear?

A31: Existing players will also be able to obtain the new race-specific gear. As far as the high-level version goes, while we currently do not have plans to implement them, if we receive a large amount of requests, we'll take it into consideration.>

F: Will there be a higher level version of the race specific gear?

Y: At the timing of ARR launch we won't have such but if there are lots of requests we can do it.

Y: We also have something like a vanity slot planned where players who like the AF look but wear darklight because of stats, and by using vanity slot it will resolve this.

F: Some in the dev team are worried now.

Y: Yeah this was new stuff being talked now so...

Y: There's a bandit camp on the other side where they attack.

<Q32: Will you need to buy a separate registration code for the PS3 version if you are playing on PC? Will it be possible to play on both PC and PS3 with the same account?

A32: We apologize, but it will be necessary to purchase a separate PS3 registration code. It's possible for a PC version character to play on PS3, so it will be possible to alternate.>

F: For those players with PC registration code can they use it on PS3?

Y: Sorry but you will need to buy a PS3 version for the registration code. You will be able to use the PS3 account to login your PC character.

F: Next question... hold on...

Y: Let me run around some more.

F: OK

Y: which way should I go, oh crap I'm going to die...

ALL; Ahhh

Y: Oh wait I survived. Thank you alpha players.

<Q33: Will be able to challenge "The Raven, Nevermore" in ARR? Also, will we still be able to obtain the primal weapons?

A33: Unfortunately, "The Raven, Nevermore" was implemented specifically for the current version of FFXIV. Therefore, you will not be able to challenge it in ARR. However, the primal weapons will be available in ARR.>

F: For current version we tried really hard to complete the raven but can we do that in ARR?

Y: I'm sorry but that is something that can only be played with the meteor story so it won't be playable.

F: Also related question but will there be other methods to obtain primal weapons?

Y: Yes that will be available.

<Q34: Is there anything else besides Carbuncle for arcanist? Any other new information besides arcanist, summoner, artifact, and relics?

A34: Arcanist will basically only use Carbuncle, but there is a chance we expand on this in the future. It's a bit tough to release new information right now, but there are these things... (Shows arcanist rewards for Great Labyrinth of Bahamut, arcanist book that can be purchased with grand company seals, job equipment for summoner, class-specific arcanist equipment)>

F: For Arcanist can you summon something other than carbuncle? Want other information, details.

Y: They will be able to call different types of carbuncles so basically as Arcanist you will be able to summon only carbuncle at the start but with expansion it may be possible to summon other creatures but for now it's only carbuncle.

F: Arcanist weapon

Y: We have a lot, some might be not good to show yet.

W: How about this?

F: you just pushed to show lol

W: it's pretty...

Y: Not sure if it's OK but this one is from Great Labyrinth of Bahamut but..

W: might have released too much info.

Y: This is from grand company.

Y: This is for Summoner artifact.

Y: This is arcanist specific. [showing images]

F: I'm sorry you died.

Y: Look at this when you click on the ? you can see the how to and what to do when you're dead. If players are nearby you can ask for raise.

F: OK it's good time.

Y: You sure there are lots more we didn't sure {Check this one}

<Q35: I would like to know when the Beta Test will start and I'd like an updated version of the road map.

A35: Currently we are about two months and two weeks behind schedule compared to the road map that was released on Oct. 14, 2011. The main reason of the delay is the vast amount of adjustments that needed to be taken care of two months ago. While we'd like to stay on schedule, we want to make sure we create a top-tier MMORPG that can compete against the rest of the MMORPGs in the market. Therefore, we wanted to spend as much as time as we need until we are satisfied with the product.

Sorry to keep you all waiting, but we plan on releasing a new roadmap around the end of November/early December.

We're starting to prepare for the Beta Test which we would like to implement at the end of January or early February. However, we are doing our best to make it so we can have the servers open 24 hours to allow for more and more players to participate in the Alpha Test, so please hang in there a bit longer for finalized details.>

F: There is one more question we want to do. We want to know the new roadmap for ARR launch.

Y: First off. Being honest about the original roadmap we are backed 2 months but basically we are running on schedule. To create this large game and touching from alpha version we are making tons of adjustments to graphics and characters. And because the current version of FFXIV shouldn't have been released the way it did and I don't want to repeat that so I'm making sure that kind of situation won't happen again. The dev team is being told about this every time by me. I would like to release the game to everyone since the current version finished but we want to fight in the world class environment, we have been trying out star wars or GW2 and we want to get it up there so we would like to have some more time. We want many players to play so once the alpha version reaches the aging test we want to bring in as many of the current players as possible.

F: Wada-san any comments?

W: Our company policy is to release once Yoshida-san is ready so please look forward and wait till then.

F: OK we got comment the books, looks cool already.

Y: Yeah we're getting lots of comments, some saying don't delay the release.

F: Last comments?

Y: I believe you have seen many scenes from current version but we have been working on this for year and half to live in the FF world and to be honest I don't want to release this game half finished and we were able to get it up this far with the support from existing players so we would like to polish this game to be up with world class games so please look forward to it.

F: Lastly Wada-san,

W: For those of you that couldn't participate in the last event today I truly apologize, thank you very much for supporting us until now and since we got it this far we want to make sure it can be delivered as a really high quality MMO but I would really like to get it up there so please wait for the game till it's complete for the company and for him (YoshiP).

Y: We have more stuff [showing images]

F: Please look forward to it.

Y: We are working on the stuff we couldn't get done in current version.

F: OK that's it for live letter.

All : Good bye .

Thank you Mikko for fixing/editing/adding information to the doc :)

11/11 4:10 AM PST - gonna check out if someone posts video and will update the translation to fix errors and missed parts. For the Q/A parts just follow the official ones, I'll just clean up some of those parts and add in small parts.