

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

Enjoy,

Rein
google doc link : <http://goo.gl/T6A2Jb>

Follow me on twitter : @reinheart
(I'll tweet when new info is translated on forums, or interview stuff, other XIV related stuff)

Live Broadcast link -
YouTube Live URL: http://www.youtube.com/watch?v=7eCQE6G2_bg
Twitch:
#-----
Note for Aegisub - # = notes ;= actor
Learned a new trick on google docs so lets see if that helps... might not be useful when they talk non stop...w
#

*** Anyone got link to the whole recorded video, not just the last 7 minutes where YoshiP cries? Going to fix this up today.**

***scroll down to where YoshiP gets emotional, rest of the translation isn't fixed yet, sorry (waiting for full vid)**

Y = YoshiP, F = Foxclon,

Not sure why looks bad for me... anyways gonna try and translate

f; hello every, FFXIV ARR live event in shibuya, thanks for coming
f; was able to do it as practiced
f; this is Murouchi from the community team also known as Molbol
f; I think the video looked good
f; well this is the extra version of the producer letter live
f; first lets get this person in to get the event straight

f; SE holding Matsuda
f; thank you
m; thank you for coming to this FFXIV ARR launch event
m; this is a new title for Final Fantasy series
m; going to use this spot to thank everyone for supporting us
m; us development team has been working till today to get what everyone wanted
m; dev team has worked hard, and this is thanks to everyones support
m; I would like to thank you, FFXIV ARR is starting service on PS3 and Windows version
m; it will also be released for the PS4
m; a new adventure is starting today
m; we would like everyone to enjoy every adventure in Eorzea
f; we would like to have you talk more, but not used to two of us here
f; so I would like to get this person in also
f; producer/director Yoshida Naoki
y; hello everyone Yoshida here
y; you're tense
m; yes i'm nervous
m; not used to this
y; thank you for your kind words
y; thanks to everyone we are able to finally get to this point
y; if I just talk here might end up crying so we would like to get this going
y; you're going to start dash right?
m; I ordered from the store, so I'm going to start from today
f; that was the president Matsuda san, thank you
f; first let me say this, down here we got niconico comments down here
f; can see all the comments
y; says dno't pick out the comments
y; if we say too much we'll get our heads shot (by president)
f; this is mini p.letter live - launch event in shibuya hikari
y; we're going to start it
f; not going to say anything else?
y; says here, it's not time to cry yet
f; people might be wondering what's this but we'll be using this later on
f; this will be the first letter live from actual launch.
f; first lets go into the power point showing the event area
y; you can see this from the station
f; this is the Eorzea Mirror
f; this is located B3 here so please check it out

y; I haven't checked yet, i just came back from Germany, and went straight to work
y; observed the server status and now here
f; we got introduction video for the Eorzea mirror
g; hello everyone
g; FFXIV ARR is going to start selling soon but right now I'm in front of the Eorzea mirror
g; I would like to introduce this mirror, this isn't just a commercial screen, it actually links with the people walking in front, making it look as if they are adventuring/walking in the world of Eorzea,
g; if you wave your hand and other motions, the character also does motions
g; we also have Chocobo, Moogle, Cactaur so it's fun to just watch as well
g; I would like to try it out,
g; by getting close to it, Miqo'te appeared
g; if I raise my right hand, it waved back at me, it's cute
g; alright lets try and move
g; miqo'te change the job, can you see it?
g; well I start as a Miqo'te but there are all 5 races so please come check it out and see which race you will become
g; this will be displayed till 8/31
g; we're waiting for your visit
f; did anyone notice? she was from nico-chou kaigi, ooba-san
y; lots were calling her obasan
f; she said it herself
y; she's in the back says tell everyone hi
y; she was wondering when to wear the miqo'te ears last time, and we got some time later
f; yes so we might see her later
f; it's time to use these sofa set
f; this time we got core dev members
f; i would like to call them over and do some talk
f; we'll call this Naoki's room (copying Japanese tv show)
f; we want you as a host, and have them as guests
f; first can you sit over here
f; this is a weird scene
y; the message shown on screen shows my name as RoriP (roricon)
f; first we are going to talk about game battle design
f; lead UI design, Minagawa Hiroshi
H; thanks for having me
f; and next is

f; Koumoto Nobuaki

K: thank you

y; this illustration is cheating

K: it's cute

f; you didn't have to move but we want to get used to this,

y; why is it tight in here. it's because of you

f; first question is this

M: for Minagawa-san, what was your first thought when you found out about rebuilding FFXIV

M: it's going to be really hard to do, and we really needed to get the players trust back

M: also the first schedule I received from YoshiP was crazy

M: Soken-san was doing guts pose but I was more like orz

y; I wanted to check how it was, so first I had to see how the schedule would be

y; so he was like orz when he saw that

f;

y; i'll make this one short since I may cry, how many in here are previous XIV players?

y; some of you may remember but I got 2010, 12/3 and I was planning things in the back

y; it was really hard mentally in January, we didn't have a big patch for the players

y; before the party was 15, and we changed that to 8

y; and also when used cure-ga you never lost any MP and just can spam so we said we need to fix that

y; but when we did that, players complained that it was a nerf and there was over 200 likes on that post, that really hurt

y; for the players once they get used to playing the game, they don't want it to be changed so yeah that was hard at the beginning.

f; next would like to ask Koumoto san

f; if you had 3 month more time what would you do

K: when Yoshida san came back there was lots of fixes going on, so i really want to make a new content, and I believe if we have 3 month, we would be able to do that.

y; for those that played previous XIV might be thinking something about him (Koumoto) being here, so lets make it clear

y; even in the previous XIV we have GM reports and other stuff going on, checking players comments, every morning he is the planner/game designer,

y; he checks the bug, known as Bug king, he really loves to help and fix, he really wants to do it, he's supporting the players

y; he will continue to support the players in Eorzea so please understand that about him

f; ok let me go to different subject, who's popular in the dev time

M: Why am I being put in that kind of spot,

y; there isn't much female in the office, and they do talk about who's the best/popular

M: last time I got left in the dungeon, I was alone fighting the pirates

y; no but really, you are popular, like you're the nicest

y; your hair is just gray

y; no matter who you ask, popular one is Minagawa

K: even if he walks down the streets he's popular

f; Minagawa san looked at me but wasn't smiling

f; well that was battle system corner, we had Minagawa san and Koumoto san

f; we still got more coming, we're tight on time.

f; Hashimoto san (sorry pressed wrong button)

H: feels weird being here, we had the 25th year event here

y; lets go to the first question, we haven't seen him around but how are you doing?

H: when the question is written like that seems like I'm not outside but I've been working in the front

H: I also wanted to have ___ san come here, but he's at the office working since it's the first day and he's checking the system.

y; he has moved his location so he can be called in to the server whenever there is a problem

H: I was close before but moved to a closer area

H: anyhow I am doing well

f; ok going to next

y; Please let us know the details on what will change majorly with the DX11

M: first the performance will increase so it will be a lot smoother I

M: lighting will be changed from differed lighting, but switching this will increase the quality

M: I would need to talk with Yoshida san to see what we can do

y; Hashimoto san will tell me what's possible to do

y; and from there we decide on which ones to improve to make the gameplay, quality better

f; do you actually try it out or just talk

M: when possible I get it done and show it to see how it is

M: we needed to pick to fix the tearing, shadow, ___ for the PS3

M: Yoshida san said don't need tearing, but the dev team worked really hard and got it working

y; even if we switch to DX11 we'll still talk with each other

y; -- missed q ---

M: there isn't that is too extreme, we talked about rewriting the whole source code and that was pretty outrageous but that's what we decided on and been doing till now.

M: There has been couple tasks, we improved the hardware to the limit possible, we had people from SCE come and help us.

M: Optimization felt like a magic

M: Kasuga san was working on this and he really got this

Y; he talked about what can be done, and he really made it happen

M: We chose what we can do with the limited space available for improvement

f; we would like everyone to try the game out with HDMI cable

f; wanted to go with 1,2 more questions but for technical corner that will be it

f; each section is about 7 minutes, but it's fast

y; can tell how much time we are wasting on the actual producer letter live

f; well there are the good in that

f; assistant director T

f; next is Lead Designer Suzuki Takeo

y; are you nervous?

y; which is this for, can you explain what you're being particular with the gears?

S: Naoki san likes something that's cool, and have motions that's more

f; everyone calls him Naoki san, we have a reason for that, we have lots of Yoshida in the office

y; there are concept art for gear, monster, area but is there one for motions? how are they being made?

g; we have orders from the planner like what kind of actions the mobs will do from there we work and have the VFX staff that gets into making.

g; we're making stuff we can't see

y; so like there isn't any art or concept on the colors

y; they have to look at the description of the action and go from there

g; when we finish an action and take it to the planner, sometimes they go "this is how it ended up?"

y; we also had requests to lower the effect from players and VFX team was the one that worked on all that

y; will you have the height display the height in CM

T: there are times when you don't want to know the height, by knowing the height you'll find info you didn't want to know about other people

y; so we want to let players imagination work there

y; are there times for gear design where you worked on really hard for the design but that didn't get used by the players much, but wanted them to

g; this goes not only for this project but there are many, there are times I feel like saying if I knew the class quest from the beginning would of done it this way

y; we wanted players motivation to go up with cool looking gear so we had those available at different points of level

y; am I supposed to read this? really

y; how many times did you want Meteor to drop on Yoshida?

g; there was many times, i was counting at first but stopped counting, it's probably going to end up with 33rd umbral era.

y; *Takai hiroshi*

y; he's practicing the effects and everything by himself, he has lots of fix request from me.

f; like the walk through scene, where the camera zooms out, we accl that Takai camera

f; well it's time, thank you for coming

y; I see comments saying it's too short so next time we do live, lets get them in one by one and do 2 hours for each

f; Niino Kazuya, and main scenario writier Maetoyo Kazuhiro *sorry if i'm missing names

y; that is

M; mark of sharlean

N: Puglist class quest, we did a lot of scenes and events in there

y; it's been worked on a lot

y; they are playing right now

y; next question, can we take back Ala migo, this is a straight ball

y; to explain to the new players, Eorzea has Gridania, Limsa Lominsa, Ul'dah and there are two others called Ishgard and Alamigo and this one is asking if we can take it back

M: there are lots in here, we'll want to work on it really hard so it will be possible to take it back

y; you just mentioned that you're going to do it

M: I'll do it

M: I'm just saying it to myself, and although it's giong to be hard to get it back, it will be possible, at least I'm saying that to myself

Y: ok lets go to next, which character do you like the most in the FFXIV ARR characters

N: Have lots of feelings for all the characters but personally 4th *can't hear... ><

Y: there may be others that haven't reached there yet but getting to Ishgard the story becomes dark

N: You wanted it dark so we made it so

(Ishgard related)

y; Where did Mumuko from Gridania go?

N: I really liked her as well, but when doing research on the amount of races we have in each nation so at this time we had her taken out, but if lots ask we will try to bring her back

N: also many asked about the character in Drybone so we'll get her back as well

Y: so it doesn't mean they got involved with the 7th umbral era

y; is there anything you don't want to talk about

y; you already mentioned the Alamigo earlier

M; there was a time where YoshiP talked in-game in chat which mentioned about key character Eda but we just let that one slide and make it as if it never existed.

y; battle teach didn't want the story to just end there

y; lots asked what happened to Eda so later one when he checked online he was like "What are you saying"

y; but because we have that we can make it good..

*im sorry im missing a lot today..

f' well time is already here, we are moving really quick

y; well it shows on screen how much time we got left

f; sound directo Soken Masayoshi

f; please have a seat

f; when did you change?

s; just a while ago

f; you were signing a lot

y; they said if you sign it will be have rarity and will sell

y; lets go to questions

y; why doesn't it show up

f; probably means to talk more

y; i believe you composed over 100 tracks but what's your favorite?

s; I really don't slack on any track so that's hard

s; we had the limit break trailer but that one, it's right when previous 14 and ARR been working hard in parallel

s; it was the timing when the dev team was switching their gear

y; at that time we said we're going to use that in the benchmark, but will use that in trailer and he said something really cool and came up with that

s; I was thinking of different stuff and it ended up that way

s; was humming over 50 different stuff and it came from there

f; ok next question

y; is there any sound effects which you're using (weird objects)

s; cota del sol, the shaking sound like marakas, but we didn't have one

s; we had mintia tablets, toothpics, cup noodle, so we put smashed everything and put it inside the cup and put paper over it and recorded over the mic.

y; now whoever goes to costa del sol is going to imagine that when they hear that

s; well one image that comes up when in Costa del sol is ramen

y; that's only Japanese

y; don't you use regular instruments?

s; I'm lacking artistic sense so doing something cool

s; also using hand mic
s; there are people that can do everything with just voice and mic, but I'm not there yet
y; well the question is can you do it
s; no, but i can say that when recording i'm with just one pants to avoid any other sound effects, so when we start recording I remove my clothing...
y; that's goin to have bad effect when you visit outside
y; they will remember you as the guy with just pants
y; time is running out so lets go
y; is there any gimmick you been hiding from YoshiP?
s; well it's released so there is nothing to hide now
s; how many listened to Titan's music here?
s; we first put in a different track in there, but we recorded with Michael, but at that time we didn't have any lyrics
s; we put in tons of swearing in there that couldn't be played in public
s; well we just put that in the game
s; before YoshiP mentioned anything to us, we got message from overseas saying that if we do this we won't be able to sell the game
s; Michael was like you didn't explain to them!?
s; then Yoshida san came in and he was like that was awesome!
y; it was like fu....
s; don't say it
y; the battle is long, and the music increases tension
y; you'll die a lot so you'll be listening to it a lot
f; it's replaced with the proper lyrics
f; it's time, we couldn't ask too much, but we'll have you again during test broadcast
f; you'll be coming with us to Seattle also tomorrow
y; you'll probably get it tomorrow, you just need to follow the instruction and be there
y; and they will take you to the proper place so don't have to worry
f; that was Soken san
y; it feels a bit lacking
f; we want to get into each corner in more details
y; are we going to do this every month?
f; yes, we'll be going with this pace in the beginning
f; is that it?
y; yes
f; you're mean, aren't you forgetting someone?
f; we have a video
w; cheering leader Wada here, we're finally able to deliver FFXIV to you all
w; I believe this a final fantasy we created with everyone

w; since we decided to do this in 2011, we received lots of support from players
w; dev team also worked with a stance to listen to the players to develop this game
w; we were able to deliver a really well made final fantasy
w; now people may ask why the hell am I in video
w; there are some other issue, but just remember my heart is there; and i'll be seeing
you all in game
w; well talking about game, i will be playing dps as main roll
w; when you run the business, you play a role of a tank, you go in first and try to defend
w; doing this every day at work, you won't want to do it in game so i'll be playing dps
w; I will probably be playing close range, keep on hitting the mob without thinking
w; just thinking i did good and log out feeling good
w; i may have not talked too much
y; you did
w; final fantasy is finally complete, we want all the players to create their own
adventures in Eorzea and hope you all play for a long time
y; that was long
f; I'm sorry, didn't know
y; there was many times it could've ended
y; what is dps... no one is asking
y; yoshida being further range, so i'll play close range?
y; well the thank you is, yeah... good but
f; well we have Mr. Housing..
f; we have something from him
f; we got another video
y; come on, stop it
f; you sure you want to do this?
f; please check this video out
f; do you know what this is?
y; yeah, it's housing
f; we see a lot of furnitures
y; this is before the final lighting, it looks dark
y; this is showing stuff from later patches...
y; no one fought it yet...
y; there was Leviathan right there
f; oh yeah?
f; have to rewatch this part again
y; this is bad
y; he did that much just for that?
y; in 2.1 housing will be released, there were things that shouldn't of been there but you

should be able to place them within this year.

f; that will conclude Naoki's room

y; thank you

f; alright, once this is done we are going to closing of the event, it's fast

f; got one announcement

f; we will be at TGS 2013

y; i came back from germany yesterday, but starting tomorrow I will be going to seattle

y; but I would like to do something fun in Japan so we would like to have players come

f; lets have the core members come out again.

f; thank you

minagawa : we were able to finally get it to launch, i believe this is just a start point, there are things that needs to be fixed and more usable for UI, so would like to work on that with the players.

Koumoto : I apologize for all the inconvenience but we were finally able to deliver this, and I believe we'll be getting more good/bad comments but we'll make the game better from there

- it's been running for 2 and half year, we would like players to know this was developed with everyone. All engineers and staff will continue to work hard so please continue to support

- it's been 3 years been long time, we will continue to make this game good so please look forward to it

- we were able to put everything in the cut scenes and animations so we would like everyone to enjoy it

N - I wanted to do many things looking at the previous version, and looked at many things, I am looking forward to building with the game with everyone and will continue working hard

- wanted to talk about scenario but Niinou san already mentioned so, I'll mention we worked hard on the scenario as a new FF title so we want the players to look forward to it

s - I'm known in the dev team as pretty strict although everyone might know me as playful person. I would like everyone to enjoy, it's been hell but we were able to pull through thanks to everyone.

f; thank you

f; why isn't the BGM running

f; lets finish off with Yoshida san

Where YoshiP gets all emotional

Video source for this part : <http://www.youtube.com/watch?v=-SWSMdCMyvE>

(Still waiting for full recorded vid to fix above parts)

y; This one is going to be hard for me, first off, before my message, Early Access was going on the past 3 days and for those playing on NA/EU server we had to place several maintenance which caused loss of precious play time, and since this event is being broadcasted to worldwide let me apologize, I am really sorry, our long journey is starting from here so I am hoping we will be able to recover this over those time.

y; and...

(silence)

(audience telling YoshiP ganbare "you can do it!")

y; ummm, since I took over FFXIV it's almost 3 years now, at the beginning, I haven't touched the game much but was thinking we should be able to do this, and personally I love Final Fantasy and MMO

y; when I gathered all the staff to tell them that we're going to rebuild the entire game, this was done only two days before announcing to everyone on December 1st.

y; I still remember that day, it was a room like this and there was a mixer (sound) on top and Soken was there adjusting the mic I was going to speak in

y; and I won't forget how Soken was doing the guts pose (cheering him)

(- for those of you going WTH is guts pose? -> <http://goo.gl/h5V8vU>)

y; but honestly the dev teams feeling was just as same as everyone else, they were like "can we really fix this thing up?" or "it's going to be tough"

(silence)

y; thanks to everyones support, earlier it was in one of the questions but it's really hard, to build a MMORPG it normally takes at least 4-5 years, we wanted to get this out as early as possible to be able to do that, we had to plan it out without rushing

y; as Wada mentioned about operating a business, your role is a Tank, just like that I tried to a be a Tank and got it to where it is now.

(earlier Wada san mentioned he had to be a tank to take in everyones comments good/bad and just defend the company * didn't go back and fix translation so just putting this here for ppl reading this right now.)

y; And I'm not the one that made FFXIV ARR, it was thanks to all the players around the world, the core dev staff here, and all other hundreds staff that couldn't make it here today, thanks to you all, we are here today.

y; I wasn't going to cry since today marks a day where we take our first step for Final Fantasy XIV, we only took the first step forward

y; I really believe that we really don't have any time to take a break, dev team and

myself are already working on the future patches

y; for those players from playing from previous XIV, we had times where community members left in the middle, and I believe there were other people that has been said many things from outside, myself being a MMORPG player, I really understand how hard that is.

y; for us it was a really short 3, 2 and half year but all the players, we really made you all wait and support us this long, I believe we were able to release a Final Fantasy title that doesn't ashame it's name (*that right usage there?)

y; from here on out, for an MMORPG there is no such thing as "complete" we will continue to keep on going with everyone.

y; this Final Fantasy XIV is a Final Fantasy XIV which was built with everyone, so we would like to continue doing so for this Final Fantasy for 5-10 even after that

y; we would like to continue operation without forgetting this moment here, please continue to support us, thank you.

f; okay, for the end we would like everyone to be happy/laugh and wave goodbye, we will see you all again in the next Producer Letter Live or in Eorzea

f; Sayonara~ (bye)

(audience clapping)

f; That concludes the mini (extra) producer letter live for Final Fantasy XIV ARR launch event in Shibuya, Hikarie.

f; Thank you all

y; Thank you very much

* anyone want to help fix up my crappy vocab/grammar plz send me share request :p

sorry for lots of the miss/errors... have XIV on my other monitor lol and kept on getting distracted looking at my own sexy subligar... j/k

*if i can get copy of the vid I'll try fix the translation, I know there are lots of misses in this one.

8/27 8:51 PDT doing some RL work, will come back and fix this doc starting from where YoshiP gets all emotional in the end.