



A REALM REBORN™

FINAL FANTASY® XIV
ONLINE



FINAL FANTASY XIV: A Realm Reborn Beta Test Roadmap

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*** Dates and content are subject to change depending on development progress and user feedback.**



Objectives of the FFXIV: ARR Beta Test

- **Level Progression Rebalancing**
- **Battle System Rebalancing**
- **Crafting/Gathering Systems Rebalancing**
- **User Interface Refinement**
- **Bug Reporting and Fixing**
- **Version 1.0 Character Data Import Testing**
- **Server Stress Testing**



Platforms for FFXIV: ARR Beta Test

FFXIV:ARR Beta Test will be executed on two platforms:

- **Windows PC**
- **PlayStation®3**

The test schedule for the Windows PC version and the PlayStation®3 version will be different.

The following players are eligible:

* A Square Enix account is required to participate in the beta test. However, an account is not required when submitting a beta tester application.

- Legacy Status Holders
- FFXIV Service Account Holders
- Applicants selected through the Beta Tester Application Site

* Players can apply to participate in both the Windows PC or PlayStation®3 beta tests through the Beta Tester Application Site.



Beta Tester Selection

Beta applicants will undergo screening.

*** A Square Enix account is required to participate in the beta test. However, an account is not required when submitting a beta tester application.**

- Testers will be selected in waves throughout the Beta Test.**
- Players in possession of a SQUARE ENIX MEMBERS code that came bundled with FINAL FANTASY XIII will be given priority for the PlayStation®3 Beta Test.**



Beta Test Phases

- **Phase 1: Windows PC (Completed)**
Core Systems Rebalancing
- **Phase 2: Windows PC (Completed)**
Gamepad Control Adjustments
- **Phase 3: Windows PC & PlayStation®3**
Global Testing and Version 1.0 Character Data
Import Testing
- **Phase 4: Windows PC & PlayStation®3**
Open Beta Test

* Please refer to the following slides for more details.

Beta Test Schedule

**FFXIV: ARR
Launches
August 27th**

PHASE 1 (Completed)

- Closed beta/NDA in place
- Commences mid-February 2013
- Duration: 2-4 weeks (subject to change)

Phase 1 Debug
(1-2 weeks)

Phase 1

Phase 2

PHASE 3

- Closed beta/NDA partially lifted
- Duration: 1-3 weeks (subject to change)
- PlayStation 3 beta test begins

Phase 3 Debug
(1-2 weeks)

Phase 3

Phase 4

PHASE 2 (Completed)

- Closed beta/NDA in place
- Duration: 1-3 weeks (subject to change)

Phase 2 Debug
(1-2 weeks)

PHASE 4

- Open beta/NDA partially lifted
- Duration: 1-2 weeks

- * The graph is not to scale.
- * The schedule is subject to change depending on the volume of feedback.
- * Phase duration is subject to change depending on the amount of adjustments required.



Beta Test Phase 1 (Completed)

- Phase 1 characters will be deleted at the start of phase 2.
- The data center will be located in Japan.
- Between 5 and 10 Worlds will be available.
- All races and genders will be playable.
 - * Certain customization options will be unavailable until phase 3.
- The level cap will be set to 35.
- Eorzea time will be implemented (morning, afternoon, evening, night, etc.)
- All Legacy status holders qualify as testers in phase 1.
- The following will be implemented for testing:

Main scenario (partial) / Sidequests / Class quests / Full Active Time Events
Hunting Log / New behest / Dungeons (up to level 35)
Opening event (excluding CG movie) / Cutscenes / Player Search
Markets / Item Search (text strings, HQ, materia, etc.) / Other

- In addition to the above, the following is also scheduled:

Fall damage testing / Alpha feedback revisions (part I)
Alpha UI feedback revisions (part I) / Graphical tweaks
Performance optimization



Beta Test Phase 2 (Completed)

- Phase 2 characters will be deleted at the start of phase 3.
- The data center will be located in Japan.
- Between 10 and 15 Worlds will be available.
- All races and genders will be playable.
 - * Certain customization options will be unavailable until phase 3.
- The level cap will be set to 35.
- Gamepad control will be implemented.
- The following will be implemented for testing:

Grand Companies / Grand Company exchange items
Private chocobos (chocobo raising unavailable) / Additional sidequests
Additional class quests / Additional Full Active Time Events / Other

- In addition to the above, the following is also scheduled:

Gamepad control adjustments & feedback confirmation
Alpha feedback revisions (part II) / Alpha UI feedback revisions (part II)
UI optimization testing / Beta phase 1 feedback revisions
Performance optimization

Beta Test Phase 3

- Phase 3 characters will be deleted at the start of phase 4.
- Data centers will be located in Japan and overseas.
- More than 20 Worlds will be available.
- All character customization options will be available.
- Beta Phase 3 characters can level from 1-35.
- Version 1.0 characters can be used.
 - * In this case, the level cap will be that of the Version 1.0 character's.
- Testing will commence on the PlayStation®3.
- All FFXIV service account holders qualify as testers in phase 3.
- The following elements will be introduced for testing:

Limsa Lominsa and Ul'dah leveling paths / Additional side quests

Additional class quests / Additional Full Active Time Events / Additional dungeons

Free companies (formation and management) / Free company points → Will be in Phase 4

Linkshells / Limit Break / Materia crafting /

Duty Finder (the player matching feature) will be implemented in the middle of Beta phase 3

Level Sync / Other

- In addition to the above, the following is also scheduled:

Beta phase 2 feedback revisions / Version 1.0 data migration testing

Overseas data center stress testing / Performance optimization

Beta Test Phase 4

- Phase 4 is scheduled to be an open beta.
- The PlayStation®3 version will be available.
- Characters created during this phase will be carried over to the official release.
 - * **Circumstance may necessitate the deletion of character data.**
- More than 20 Worlds will be available.
- All character customization options will be available.
- Version 1.0 characters can be used.
 - The Duty Finder (player matching feature) will be implemented. → Will be in Phase 3
 - The Level Sync feature will be implemented. → Will be in Phase 3
 - **Stress testing will be conducted on the housing system.**
 - **Testing will be conducted on the PvP Coliseum.**
 - **Free company points**
- **Version 1.0 service account holders will be able to download the official FFXIV: ARR client free of charge.**
 - * **Those wishing to play on PlayStation®3 must purchase a copy of the game for that system.**