FINAL FANTASY XIV
ONLINE

Upcoming Patch Schedule & Version 2.0 Details

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The Road to a New FINAL FANTASY XIV

Rebuilding While Continuing Current Operations

One of our first tasks after restructuring the FINAL FANTASY XIV development team was to assess game development, system foundation, and content implementation specifics. From the data gathered, we came to the conclusion that to raise the game to an ideal level, there were several fundamental changes that would have to be made.

For the three-month period from January to March of 2011, while continuing regular game updates and operations, we put together a plan to recreate FINAL FANTASY XIV. In April, that plan was set into motion, and since then we have made great strides towards our final goal.

The following pages are a preview of some of the radical changes the new FINAL FANTASY XIV will feature.

← New Concept Art for the Elder Primal Odin

The Road to a New Eorzea

The Seventh Umbral Era Draws Nigh!
What Role Will You Play as History Unfolds!?

The winds of change sweep across Eorzea
as the slow march to a new era begins.
But what do these changes portend, and can they be stopped?

What truth lies in the prophetic verses of the *Divine Chronicles*?
What is Meteor, and how is the Garlean Empire involved?

The answers to these questions and more will be revealed
as the epic tale of Eorzea's transformation unfolds over the following months.
But be forewarned, these events can only be experienced

by those in Eorzea today.

Friendships to be forged, a shadowed hand to stave, mysteries to unfurl, a mighty realm to save.

The bards will sing for an eternity of battles fought and foes vanquished during these dark days.
Be a part of the events that will change Eorzea forever!
Stand and face the doom that threatens the realm and carve your name into history!

Metamorphosis

The following major changes are currently underway while we maintain our schedule of regular updates and operations:

資料の内容は開発中のため、変更される可能性があります。
The content pictured is under development and subject to change.

1. A complete redesign of current repetitive maps
2. The implementation of a new graphics engine
3. A new server system designed for increased speed and performance
4. A fully renewed user interface
5. The expansion of in-game community content

Continue reading for detailed explanations of the aforementioned topics!

①A World Brimming with Adventure

The current maps in FINAL FANTASY XIV are not only massive, but allow for seamless passage across wide expanses of the realm. In order to maintain this seamlessness, however, we were forced to heavily reuse assets, resulting in static, repetitive areas.

To provide our users with areas that feel fresh and dynamic throughout the extended lifespan of the game, we are both revamping and redesigning area maps. We hope that this, in turn, will equate to increased opportunities for adventure.

←Planning documents for the new Coerthas central highlands. (content still under development)

Rebuild: Level/Map Design

←New Concept Art

One day, a massive geological anomaly suddenly appears from deep within the ground.

Current players will have the opportunity to unlock the mysteries surrounding this strange, new landmark in the coming months.

· Abolishing seamless areas to allow for more dynamic map design

· Implementing at least three unique themes to each area

· Complete overhaul of enemy and object placement using revamped development tools

We will continue to balance and improve existing maps to ensure an exciting, stress-free experience while playing during the months leading up to the unveiling of the new Eorzea.

Rebuild: Graphics Engine

②Increased Stability & Expanded Accessibility

FINAL FANTASY XIV boasts some of the highest quality graphics amongst all current-generation MMORPGs. Unfortunately, extremely high-end PCs are required in order to experience those graphics.

← Concept screenshot for version 2.0

*The content displayed here is still under development

Our new graphics engine will allow us to maintain a high level of graphic quality while allowing us to optimize the game for play on the PlayStation®3 system.

Rebuild: Graphics Engine

←New Artwork for a temple within the main Ixali stronghold planned for release with version 2.0.

Current plans are to make this an extremely challenging area, designed to test the mettle of even the realm's most dauntless adventurers.

●鍾乳洞窟内のイクサル拠点

・Genre-leading graphics on high-end PCs

・Smooth gameplay on the PlayStation®3 system and similarly-powered PCs

・Fully customizable graphics settings to cater to a broader range of PC environments

The new graphics engine will cause certain objects to display differently than they do in the current version. Because of this, we will allow all current players the opportunity to re-customize the race, gender, and appearance of their characters upon the implementation of the new engine.

Reboot: Server System Design

③Newly Designed Server System

＊↓ Artwork for a new floating coliseum planned for construction near Limsa Lominsa, and for use in PvP.

Area maps are what make up the realm of Eorzea, and those areas are built on a foundation of servers. Unfortunately, the current server network used in FINAL FANTASY XIV is inherently flawed and will require a massive overhaul to meet the high expectations we have set for the future of the project. To ensure global success and stability over the game's extended lifetime, we began work on the construction of a completely new server system earlier this May.

Reboot: Server System Design

A Server System Built to Support a Worldless Model

・Party/content matching for players from different World servers

・High-speed searches for PCs, items, player community data

・Changes to the basic infrastructure to improve data transfer efficiency

←Planning documents for the new northern Thanalan.

(still under development)

The new server system is already up and running on internal development equipment, and we are in the process of finalizing general search features, the party system, the friend system, and more. At the current pace, we hope to have all basic system features completed by February 2012.

After that, we will begin work on the worldless party matching system, as well as the porting of all current content data and player character data. We expect these tasks to be complete by the third quarter of the fiscal year ending March 31, 2013.

Rebuild: UI System

④A Fully Renewed User Interface

■帝国拠点・大

観測・偵察用ゾンデ

岩肌

魔導アーマー・ハンガー

奇岩群のひときわ大きい岩に
設置されています

転送ゲート
キャラを分解・再構成して転送する

＊↑New Concept Art for the Imperial Stronghold

From a programming standpoint, the multi-tiered code used in the current UI system has become overly complex, preventing us from making the improvements we have planned.

Therefore, we have chosen to completely rebuild the UI system core in conjunction with the server system updates. Not only will this allow us to implement new features, but also significantly improve response times and open the door for user-made add-ons.
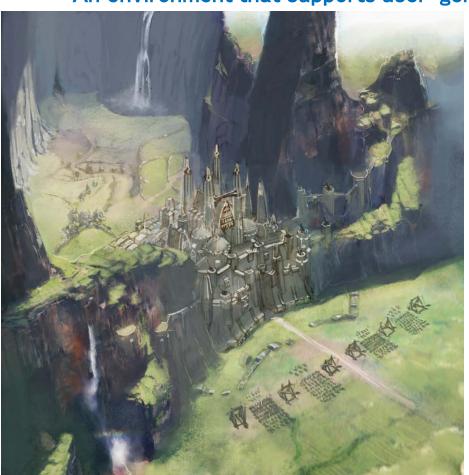
*What are Add-ons?

Add-ons are user-generated UI content created by fans from around the world for use within a company-developed game. Add-ons are customizable, and help to enhance the overall gameplay experience.

Rebuild: UI System

- An auto gear change system designed specifically to work with the Armoury
- A UI system that allows for toggling between text and icon display
- An environment that supports user-generated add-on content（PC only）

The renewed UI will feature completely redesigned windows with improved functionality and expanded customizability.

We also plan to offer:

– Full support for keyboard and mouse users, including multi-window capability and stress-free drag and drop functionality.
– A specialized interface designed for game pad users.

←New Concept Art
for PvP Content（Frontlines）

In this new area, the three Grand Companies of Eorzea will battle over control of newly discovered ancient ruins and the secrets that lie within. Details will be revealed through quests.

Reboot: A New Player Community

⑤Strengthening of the Player Community

The implementation of a new server system will allow us to greatly improve and expand upon current player community features. The following is a list of some of the additions being planned:

・Additional in-game community options
(Free Company establishment, growth, and competition)

・In-game delivery and mail systems

・Player housing (estates)

・PvP content

・Revamping of the retainer system and markets

Implementation of the aforementioned features will begin in the third quarter of the fiscal year ending March 31, 2013.

↑ New concept art
for additional playable genders

Operations Roadmap

■Major Milestones

・Late November to Early Decemeber, 2011 – Patch 1.20 (and subsequent hotfixes)

⇒Class adjustments (abilities & weaponskills) / Malevolent Moogle (Primal) battle

⇒Achievement system (300+ planned) / Market adjustments / PC search

⇒The continuation of Disciple of the Hand recipe adjustments (HQ items / Repair adjustments)

・Early February 2012 – Patch 1.21 (and subsequent hotfixes)

⇒Creation of Private Rooms (Inns, etc.) / Hamlet defense PvE content

⇒The job system (7 jobs plus related quests and gear) / Personal chocobo gear

⇒Two new instanced raids

・Mid April 2012 – Patch 1.22 (and subsequent hotfixes)

⇒Garuda (Primal) battle./ Battle system balance adjustments

⇒Garlean Empire battle content

・Early to Mid July 2012 – Patch 1.23 (and subsequent hotfixes)

⇒Garlean Empire Legatus battle

⇒Content surrounding the Twelve mythos

＊The aforementioned content is only a fraction of the new features we have planned for the coming patches.

＊Detailed patch schedules and outlines will be released on the Lodestone once fixed.

Comprehensive Roadmap

■The Road to Version 2.0

- Late November to Early December – Monthly subscription fees begin (PC)

- Late November to Early December – Patch 1.20

- Early February 2012 – Patch 1.21

- February 2012 – Development test server reconstruction complete

- Mid April 2012 – Patch 1.22

- April 2012 – Version 2.0 client system complete

  – Commence porting of current game content to version 2.0 client

- Early to Mid July 2012 – Patch 1.23

- August 2012 – 2.0 marketing campaign begins (including trailer release)

- September to October 2012 – Begin distribution of version 2.0 software for PC

  – Begin distribution of PlayStation®3 system beta version

- October to November 2012 – Reinstate limited free trial period for PC version

  – Commence PlayStation®3 system closed beta test

- Post-January 2013 – Version 2.0 client (PC and PlayStation®3 system) goes on sale

  – Free trial period ends

＊The aforementioned dates are subject to change.