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We are afraid that there are not too much new information, for it is reported that the Final Fantasy 14 will not release the 2.0 version's promo videos at the E3 show of this year. Fortunately, Yoshida Naoki did not let us down. Although what we know is only the tip of the iceberg, the new game really makes us excited.

The first impression it gives us is that it is a completely different game when we see the second version of the screenshot. Many familiar elements are integrated in an unfamiliar setting. It brings great freshness and shock force to players.

New goods manufacturing systems

The original goods manufacturing system of Final Fantasy 14 is really great. The only problem lies in the high repetition between the intermediate stage and advanced stage. Unlike fighting occupation gaining great fun in high grade, artisans have already possessed the fun at the initial stage which also means that cross occupation exchange is reduced, reducing the fun of game system.

Simply speaking, although the manufacturing system is good, but the craftsmen always feel that their occupation is not perfect. It is not a small problem, for the craftsmen occupy half of the the FF14 among the whole occupations.

Therefore, in the new version, the artisans will have more choices in the process of manufacturing products and the field. We hope that a similar change can also take place in collection. It would be better if there are more cross-vocation skills.

Summon of the Original Beast

This design doesn't favor the players, for the Predacons will occur in the field at random and the the number of the Predacons is extremely rare. You can rarely see them in the area of high grade, thus depriving most players' opportunities to enjoy such a large event. However, the idea that the summon becomes the world event is very good. At least, the whole process is not that boring.

Form of the Chocobo

It sounds so exciting that the game will have a Chocobo form and customers can make more choices. However, there is no mention that the Chocobo will play an important role in the battle. The players hope that they can freely use it, but this requires the modification of the regional design.

The BETA, Alpha and the online server

What we know now is that there will be an alpha test at the end of the September. BETA will shortly undergo an test after this. The game's biggest change lies in the elements of the map and the manufacturing system. Most of the game elements will not undergo drastic changes, so there is no need to go through a test cycle of the new game. Yoshida referred that the 2.0 BETA is more flexible than the previous BETA.

In addition, the online server will be closed when the BETA is put into operation. The time we know is in mid-October. Therefore, make the best of this last time if you have some nostalgia of old Eorzea

or there is unfinished matters.

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