

Exclusive
Interview with
Flare:
Kellin Silverwillow
and
Member:
Yuzuyu Mizuhoshi

Grand Opening of Waltzbucks!

Art,
Screenshots,
Housing
and more!



The Official FC Newsletter

WALTZ

Contents

- 1 Cover
- 2 Table of Contents
- 3 Calendar
- 4-5 Flare Interview
- 6-9 Screenshots Corner
- 10-13 Black Waltz Art Gallery
- 14-16 The Open House
- 17-18 FC Mate Interview
- 19-20 Eorzean Chronicles
- 21 In Memoriam



Calendar of Events

MAY

M	T	W	T	F	S	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

 Birthdays/Anniversary
 FC Events

Birthdays:

2: Mufi and Azrael's 5th wedding anniversary

6: Joya's birthday

14: Beautiful's birthday

18 : Kayobi's Birthday

20: Mini's birthday

FC Events:

03, 17, 31: "Waltzbox"
Party Pack

29: Element of Glamour

Interview with . . .

Kellin Silverwillow



Sup, Kellin? So we noticed that you live in Japan. How long have you been there?

My wife, Kouya Kaji, and I moved to southwest Japan in October 2012.

What made you want to live in Japan?

One of my friends from college moved here and became an ALT (assistant language teacher). We always heard interesting stories from him. I was between teaching jobs when he recruited me to his company. It was good timing.

What is your favorite expansion?

Heavensward is when I started to actually know what I was doing as a player, so there are lots of great memories there. But the Shadowbringers story really blew me away.

How did you get to know and join Waltz?

Both Kouya and I have been with the FC for a long time. We joined back when we were on Midgardsormr, and then Gilgamesh, and finally Jenova. Way back then I think we just joined because we liked the name!

What is something you dislike and one thing you like about Japan?

Oh, there is so much I can say on the topic. I think my favorite thing is how people work together. There is not a lot of open space like in North America, so people are taught from childhood that if you use a shared space, like a park or school, take care of it and leave it nice for the next person. As far as dislike, there is a lot of bureaucracy here. It is a holdover from samurai times. You ask your supervisor something, and they then ask theirs, and so on. It is a bit militaristic.

What are your goals in this game?

A few months ago my goal was to get all of my combat classes from 70 to 80, and I recently finished that! Nowadays my main goal is to have fun with friends and make glams. I have a few ideas brewing up about FC events, too.

We heard your awesome voice, have you considered being an audiobook narrator?

Aw, thank you. You really think I could? I would be willing to try. My teaching expertise is voice, speech, and performance, but it was not until I started teaching English as a foreign language (EFL) that I learned that I have a knack for it.

Best memory of this game for you?

First thing that comes to mind are the FC events we do, especially the talent and fashion shows. A long time ago Kouya and I were semi-pro cosplay performers, makers, and masquerade judges, so it is so fun to do that again in-game.

What is your favorite battle class and crafting/gathering class?

I mained Warrior for a long time, but with Shadowbringers I really focused on Dark Knight. For extreme and savage content, I love learning as Summoner. I do not do a ton of crafting, honestly, but it is nice to make my own armor and barding.

What is your favorite NPC?

I still remember Y'shtola greeting my character at Limsa when I first started. There are lots of great NPCs in the game but she is still my favorite. My name and face have changed a lot since then, but it is still me.

Anything you want to tell to your fellow FC mates?

Do not be afraid of playing with and chatting with people in the FC you do not know that well! We have grown into a big group, so I encourage you to get to know people that you do not know yet.



SCREENSHOTS CORNER!

View some of the stunning screenshots created by your FC mates last month!



Kitika



Istari

SCREENSHOTS CORNER!



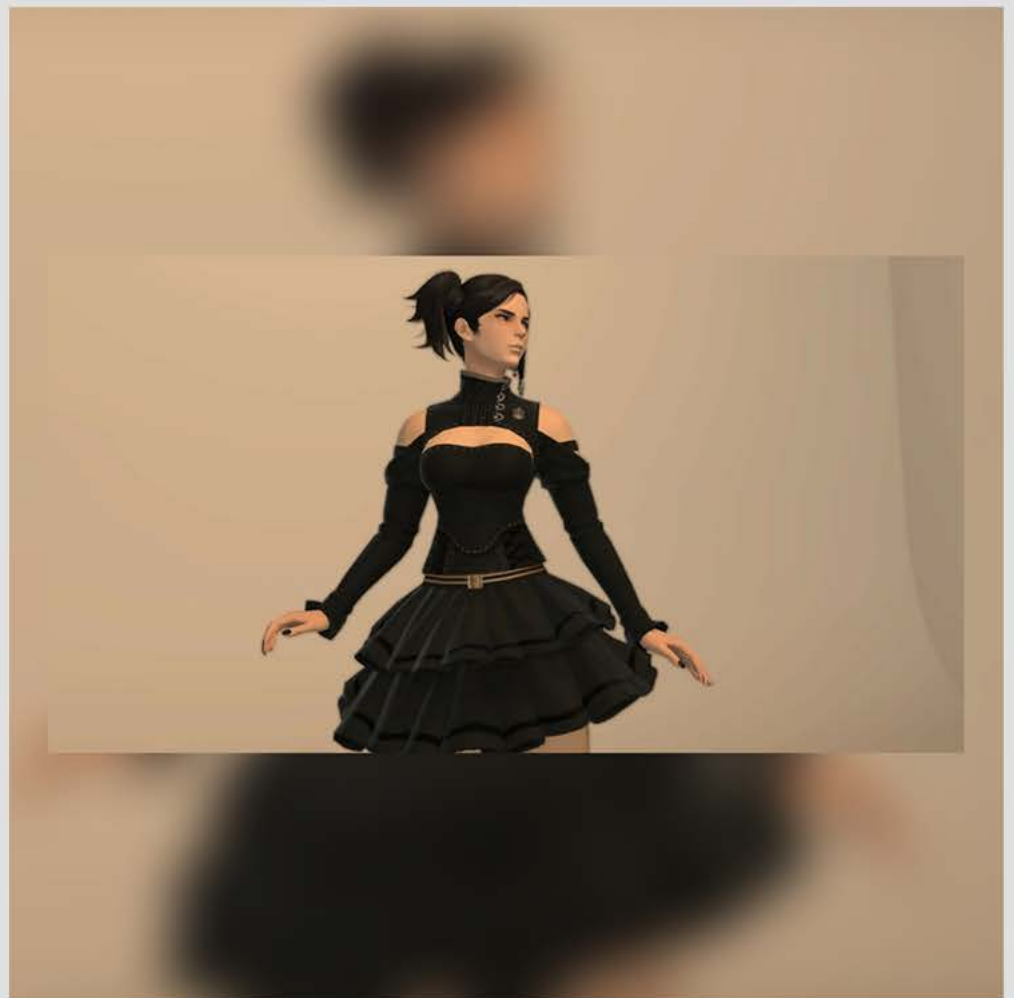
Amethyst



Kaja

SCREENSHOTS CORNER!

Yanaki



Brock

SCREENSHOTS CORNER!



T'kala



Ryuma

THE BLACK WALTZ ART GALLERY

Take a moment to gaze upon art made by your fellow FC mates.



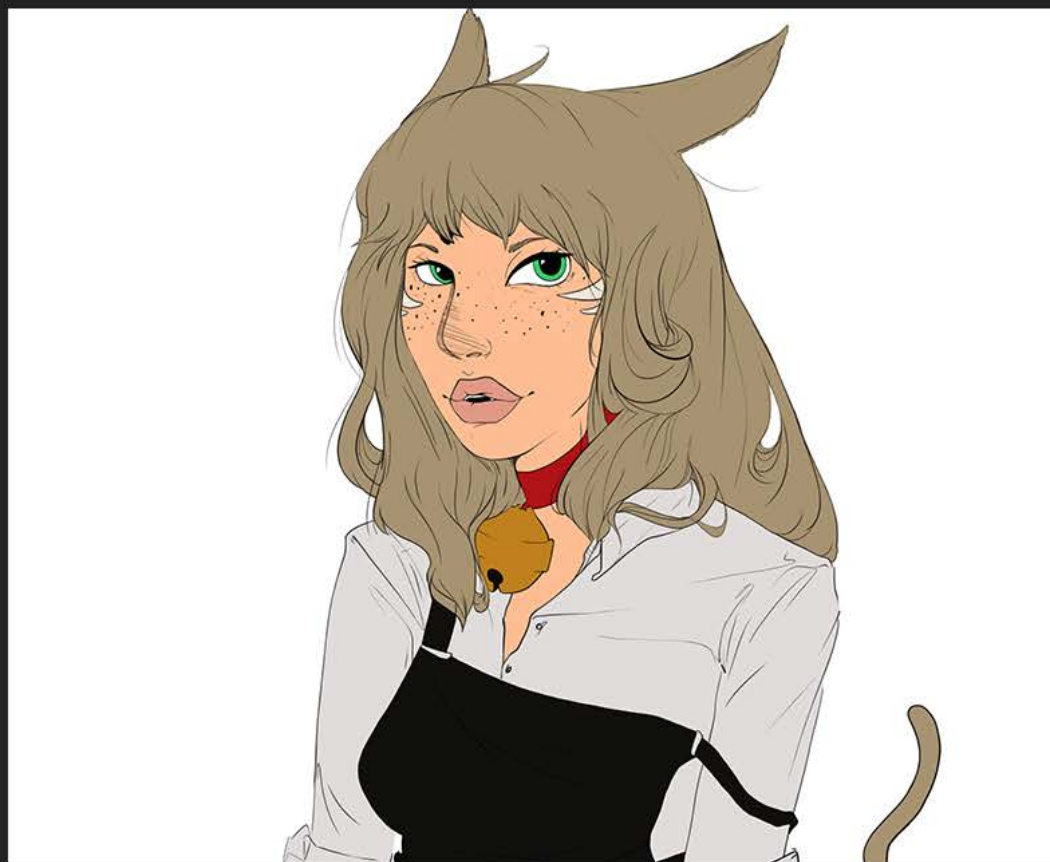
Yuzuyu



Lucida



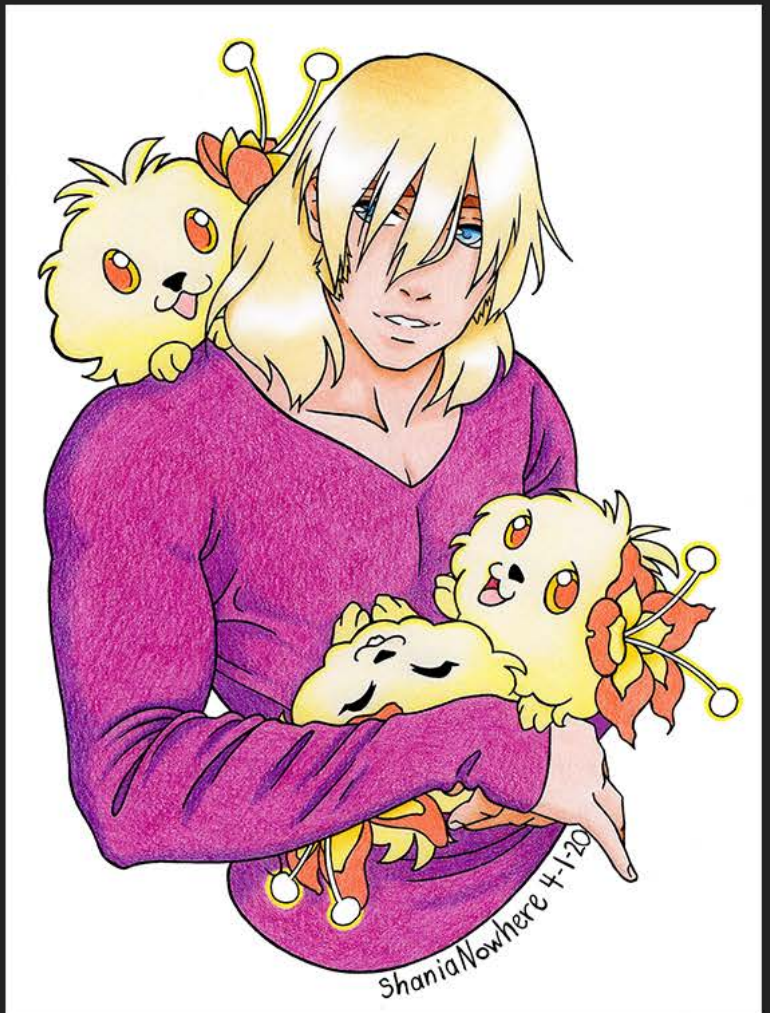
Diana



Vhanna



Kit



Mufinella



Mini



Akura

THE OPEN HOUSE

Tour around in these fabulous housing designs!



Freya Stormfall; Designed by Akura Mictlan



THE OPEN HOUSE



Waltzbucks is open!

Designed by Mufinella Pemstein



THE OPEN HOUSE



Designed by Mufinella Pemstein



Interview with . . .

Yuzuyu Mizuhoshi



How did you get into the game?

Kayobi, mostly. He kept bugging me about it, and telling me how much I'd love the game. I kept saying, Heck no, I don't wanna play an MMO, and then finally I gave in. Now I'm stuck here. Send help!

Which expansion has been your favorite so far?

Shadowbringers, for sure. The music and the story are really good. I like the quests a lot more too, because there's less back and forth 500 times and the small storyline ones, like the one in Tomra, are really really cute. It makes you get really into the First even if it's not our world. They really shook it up with the dungeons too, the mechanics that existed are better mostly and they added some new fun ones.

Who is your favorite NPC(s)?

Alphinaud and Alisae because I like the growth they've had and their sibling dynamic. Urianger, because he makes some bad decisions but is a good lad at heart. And G'raha Tia because he is the best little bean because he is trying his dang best.

What's your favorite part of the game?

What keeps you playing it?

Right now it's hanging out with a bunch of our FC peeps and finding new stuff to do. We have a lot of cool people in the FC that are fun to just sit back and relax with while gathering or to die with in dungeons...or rescue off rails in Dohn Mheg.

What is your favorite battle class?

Favorite non-battle class?

I really like a mix of Red Mage and White Mage. Red Mage just feels really fun and satisfying and I love White Mage's chunky heals, and the bloody lily activation noise. So satisfying. Non-battle, I'm liking Miner more than the others. I haven't tried crafting to see if I like it yet.

Do you have a background to your character's name?

I watched this anime as a kid called *Aishiteruze Baby*, and the main character's name was Yuzuyu. After a few years I adopted it for an OC then started to use it as my Pokemon trainer name and in other games because it's really cute. If I remember right it means like *yuzu bath* because yuzu are these little Japanese citrus fruits. Mizuhoshi is Kayobi's last name in-game, so I stole it--but apparently it means water star. So I'm citrus bath water star in Japanese.

What is your favorite hangout spot in the game?

Yuno's house, currently. I'm so proud of the work I put into it and I was so glad he liked it. It was between like 11 to 13 hours of Lalafell camera rage and sheer determination. If I'm AFK or asleep, I'm in there listening to the orchestrion.

Are there any other games you play outside of FFXIV?

I sometimes play *Puzzle and Dragons* or *Granblue Fantasy*, but nothing takes my interest for very long.

What hobbies do you have outside of gaming?

Cooking, drawing when I'm not smashing my face at FFXIV, I used to write but lack a computer, and singing. I play instruments too, like guitar, and I taught myself some piano.

Are there shows/films or songs you would recommend?

Steven Universe is amazing and it has some dang good music. Fun to listen to and usually easily done on an instrument at home. I also like *Lucifer*, and *iZombie* is cheesy but fun.

Tell us one awesome fact about yourself.

For some reason my mom thinks my favorite colour is purple...but it's green.

If you were able to, would you be down to meet people outside of this game? If so, what do you think would be your first reaction when you first see them?

Oh, I'd be so down to meet most of Waltz. I live close to a few FC mates so it probably wouldn't be hard...but I'm super shy and awkward with people when I see them for the first time IRL. What do I say? Nice to meet you? We talk all the time. Uhh... hi? Hello? Maybe? Help! I feel like I'm doubly awkward because in person I love to sit and listen/observe a lot so I space out, just chilling out.

There people from around the world that play this game, where do you play from?

I play from Ontario, Canada; I make no secret of that because I get so hyped when I find more Canadians!

Is there anything you'd like to tell to your fellow FCmates?

I love y'all. Keep being good to each other.

Eorzean Chronicles

A deeper look into the lore of FFXIV

3: The Ishgardian Mongrel

(Warning, this article details the life of Hilda Ware as revealed in the "Heavensward main story quest line" and various Ishgard side quests including the "Machinist" job quests)



Hilda Ware did not have an easy life growing up, being born the bastard child of a highborn Elezen and a Hyuran maid. Hilda grew up not knowing her father, having been abandoned with her mother to live on their own in the Brume while her father refused to acknowledge her even to the day he died. Hilda was often judged by others growing up for her mixed-breed appearance, having small pointed ears and lacking the same height as pureblood Elezens. Despite these unfortunate conditions, Hilda's mother raised her with a sense of responsibility in moulding her own future with her own hands, working multiple jobs to support herself and Hilda. With the same headstrong resolve as her mother, Hilda grew up determined to bring prosperity to the people of the Brume.

Becoming a willful and clever twenty-one year old woman fueled by hot mulled wine and a sense of justice, Hilda built a civilian watch called the Hounds to help protect the Brume and fight for equality in Ishgard among all classes. Hilda despised the Holy See and any High Houses that oppressed the people of the Brume, making her disdain known to them and earning the titles of "Queen of Rats" and "The Mongrel" among those she crossed. Though she hated the elitist, she believes in fair judgement of those responsible for the rift in the classes and does not advocate for tearing down the entirety of the hierarchy. To build relations, Hilda began to work with highborns who held the same vision as her for a better future for all Ishgardians.

Joining forces with Stephanivien de Haillenarte, the head of the Skysteel Manufactory, Hilda aids him in testing and implementing his Machinist weapons, eventually arming her troops with carbines as well. Gaining the eye of Ser Aymeric, Hilda and her Hounds are called to assist the Temple Knights in reforming Ishgard. Together they work to end the tyranny in the land and bring peace and prosperity to all. One such goodwill mission her Hounds were tasked on forced her to work hand-in-hand with the highborn Elezen Temple Knight Ser Muscadain, someone she mutually disliked. She ultimately ends up combining forces with him to uncover an attempt to sabotage Aymeric's work. In the end, the two leaders grow to have a mutual respect for each other before finding out that they are actually brother and sister, sharing the same father.

Once relative peace has been attained in Ishgard, Hilda and her Hounds join Aymeric's council, ensuring that the needs of the lowborn in the Brume are met with the rebuilding of their city. Called from the battlefield to the workshop, Hilda's men set out to aid Francel in rebuilding the Firmament. Together with her faithful cohorts, Eudestand and Symme, Hilda looks forward to leading her people into a brighter future, the likes of which look better with each passing day.



- In Memoriam -



Alexius Pierce/Draco Maximus

April 12, 2020

"A family that sticks together - we come in all shapes, sizes, and personalities. In the end, though, we can all truly say we adore each other and want to see prosper and growth."

- Alexius/Draco

THANK YOU

Thank you to the following for their efforts in making this issue possible:

Vhanna Minerva: Interviewer

Jurina Kurenai: Content Provider, Photog

Diana Starborn: Graphics Designer

Mufinella Pemstein: Main Editor, Writer

Freya Stormfall: Editor

And YOU, our awesome readers!

See you next issue!