

Final Fantasy XVI producer wants y'all to be chill about mods



Good luck with that one, buddy.

PC gaming conventional wisdom dictates that once a game is out on PC, it's only a matter of time before clips start circulating of all sorts of modding shenanigans. Of course, Yoshida probably isn't talking about the kinds of mods where you turn one of the main characters into a giant baby. Rather, he's more concerned about the "spicier" mods that'll have you alt-tabbing to pictures of cats should a relative walk in the room.

We don't know if Yoshida genuinely wishes the modding community to exercise a little restraint or if he's touting the company line. When *Final Fantasy XV* was released on PC back in 2018, director Hajime Tabata expressed a similar sentiment. In an interview with *GameSpot*, he said that he hoped fans take advantage of the game's modding abilities "in good taste."

Still, asking the internet – that bastion of purity – to not make horny mods about a game that stars this tall drink of X-Potion is like asking a chocobo not to “kweh.”

<https://www.theverge.com/2024/9/17/24247242/final-fantasy-16-naoki-yoshida-pc-mods>