

= Music of Final Fantasy I and II =

The music of the video games Final Fantasy and Final Fantasy II was composed by regular series composer Nobuo Uematsu , who would go on to be the exclusive composer for the next seven Final Fantasy games . Although they were composed separately , music from the two games has only been released together . All Sounds of Final Fantasy I ? II , a compilation of almost all of the music in the games , was released by DataM / Polystar in 1989 , and subsequently re @-@ released by NTT Publishing in 1994 . Symphonic Suite Final Fantasy , an arranged album of music from the two games by Katsuhisa Hattori and his son Takayuki Hattori was released by DataM in 1989 , and re @-@ released by NTT Publishing / Polystar in 1994 . Final Fantasy & Final Fantasy II Original Soundtrack , another arranged album , this time by Nobuo Uematsu and Tsuyoshi Sekito , was released in 2002 by DigiCube and again in 2004 by Square Enix .

The music was well received by critics ; reviewers have praised the quality and power of the original pieces , and reacted favorably to the arranged soundtracks . Several tracks , especially " Opening Theme " , " Main Theme " and " Matoya 's Cave " , remain popular today , and have been performed numerous times in orchestral concert series , as well as having been published in arranged and compilation albums by Square Enix and outside groups .

= = Concept and creation = =

When Uematsu was working at a music rental shop in Tokyo , a woman working in the art department for Square , which would later become Square Enix , asked if he would be interested in creating music for some of the titles they were working on , and he agreed . Uematsu considered it a side job , and he did not believe it would become any sort of full @-@ time job . He said it was a way to make some money on the side , while also keeping his part @-@ time job at the music rental shop . Before joining Square , he composed music for television commercials . While working at Square , he met Final Fantasy creator Hironobu Sakaguchi , who asked him if he wanted to compose music for some of his games , which Uematsu agreed to . Sakaguchi gave him a few instructions , such as that the game needed a " battle " music and a " town " music , but left the remainder of the composing to Uematsu , aside from informing him of the specific technical limitations of the Famicom . Several pieces from Final Fantasy I and Final Fantasy II have been reused in different forms throughout the series , especially the " Prelude " , " Opening Theme " , " Battle " , " Victory " and " Chocobo " themes .

= = All Sounds of Final Fantasy I ? II = =

All Sounds of Final Fantasy I ? II is a soundtrack album of video game music from Final Fantasy I and Final Fantasy II , composed , arranged , and performed by Nobuo Uematsu . It spans 49 tracks and covers a duration of 62 : 32 . It was first released on February 28 , 1989 , by DataM / Polystar , and subsequently re @-@ released on March 25 , 1994 , by NTT Publishing . The original release bears the catalog number H25X @-@ 20015 , and the re @-@ release bears the catalog number PSCR @-@ 5251 . Tracks 1 and 49 are arranged versions of tracks which appeared in both of the games , tracks 2 @-@ 21 are from Final Fantasy I , and 22 @-@ 47 are from Final Fantasy II . Track 48 , " Dungeon " , was composed for Final Fantasy II , but was not used in the game ; it was later used in Final Fantasy VI under the name " The Magic House " .

All Sounds of Final Fantasy I ? II was moderately well received by critics such as Ben Schweitzer of RPGFan , who felt that it had " the same power today that it had 18 years ago " , although he also felt that it was much weaker than Uematsu 's later works with many of the themes " simplistic and undeveloped " . Patrick Gann of RPGFan , on the other hand , praised the album for what he considered to be good music and the rush of nostalgia it brought with it , and was especially pleased with the two arranged tracks . Aaron Lau of Soundtrack Central agreed with the sentiments expressed by Gann , and stated that the arranged tracks alone were worth buying the album for . Romil Baliballita of Soundtrack Central , however , felt that while the soundtrack was good , it was "

only worth one or two listens " and recommended it for fans of the original versions of video game music . Nick of Square Enix Music Online said that the album was " an acquired taste " and recommended it primarily to fans of Nobuo Uematsu interested in his earlier work .

= = Symphonic Suite Final Fantasy = =

Symphonic Suite Final Fantasy is an arranged soundtrack album of music from Final Fantasy I and Final Fantasy II , composed by Nobuo Uematsu , arranged by Katsuhisa Hattori and his son Takayuki Hattori , and performed by the Tokyo Symphony Orchestra . It spans 7 tracks and covers a duration of 39 : 49 . It was first released on July 25 , 1989 , by DataM , and subsequently re @-@ released on March 25 , 1994 , by NTT Publishing / Polystar . The original release bears the catalog number H28X @-@ 10007 , and the re @-@ release bears the catalog number PSCR @-@ 5253 . The music itself is a recording of a concert given by the Tokyo Symphony Orchestra in the Gohanda temporary hall in Tokyo .

Symphonic Suite Final Fantasy was very well received by reviewers , with Patrick Gann saying that " the music itself is brilliant " and that " the arrangements are stunning " while remarking not only on the nostalgia inherent in the music but also the combination of the choir and orchestra . Other reviewers such as Chris and Simon from Square Enix Music Online agreed , terming the album " an orchestral masterpiece amassed with some of the best quality and most subtle attempts of arranging available in the Final Fantasy series ' discography " and " technically accomplished and on scale that was rarely done at the time of making " , respectively . Isaac Engelhorn of Soundtrack Central also enjoyed the album , calling it " wonderful " and his favorite Final Fantasy arranged album , although he did take issue with the length of the album , as well as the sound quality .

= = Final Fantasy & Final Fantasy II Original Soundtrack = =

Final Fantasy & Final Fantasy II Original Soundtrack is a soundtrack album of video game music from the PlayStation version of the games , Final Fantasy Origins . The soundtrack contains versions of the original game music arranged to take advantage of the PlayStation 's sound hardware . The tracks were composed by Nobuo Uematsu and arranged by Nobuo Uematsu and Tsuyoshi Sekito . It spans 65 tracks on two disks and covers a duration of 1 : 42 : 30 . It was first released on October 23 , 2002 , by DigiCube , and subsequently re @-@ released on September 23 , 2004 , by Square Enix . The original release bears the catalog numbers SSCX @-@ 10071 @-@ 2 , and the re @-@ release bears the catalog numbers SQEX @-@ 10032 @-@ 3 . The first disk contains music from Final Fantasy I by Nobuo Uematsu , while the second disk contains Final Fantasy II by Tsuyoshi Sekito .

Final Fantasy & Final Fantasy II Original Soundtrack reached # 87 on the Japan Oricon charts and was well received , with Luc of Square Enix Music Online approving of Tsuyoshi Sekito 's influence on the arrangements and recommending the album to hardcore fans of Final Fantasy .

Track list

= = Legacy = =

The Black Mages , a band led by Nobuo Uematsu that arranges music from Final Fantasy video games into a rock music style , have arranged two pieces from Final Fantasy I. These are " Battle Scene " from the album The Black Mages , published in 2003 and " Matoya 's Cave " from the album The Skies Above , published in 2004 . They have also arranged a track from Final Fantasy II , " Battle Scene II " , in their The Black Mages album . Lyrical versions of " Matoya 's Cave " from Final Fantasy I and " Main Theme " from Final Fantasy II , sung by Risa Ohki , appeared on Final Fantasy : Pray , a compilation album produced by Square . Additionally , lyrical versions of " Main Theme " from Final Fantasy I and " Finale " from Final Fantasy II , sung by Risa Ohki and Ikuko Noguchi , appeared on Final Fantasy : Love Will Grow .

The music of Final Fantasy I and II has also appeared in various official concerts and live albums ,

such as 20020220 music from FINAL FANTASY , a live recording of an orchestra performing music from the series including several pieces from the games . Additionally , several pieces from the games were performed as part of a medley by the Royal Stockholm Philharmonic Orchestra for the Distant Worlds - Music from Final Fantasy concert tour , while a different medley of tunes from the two games were performed by the New Japan Philharmonic Orchestra in the Tour de Japon : Music from Final Fantasy concert series . " Main Theme " from Final Fantasy I was performed at the Press Start -Symphony of Games- 2006 concert in Tokyo . A concerto suite of music from Final Fantasy I was performed on July 9 , 2011 at the Symphonic Odysseys concert , which commemorated the music of Uematsu . Independent but officially licensed releases of Final Fantasy I and II music have been composed by such groups as Project Majestic Mix , which focuses on arranging video game music . Selections also appear on Japanese remix albums , called dojin music , and on English remixing websites .