

= Music of the Final Fantasy series =

Final Fantasy is a media franchise created by Hironobu Sakaguchi and owned by Square Enix that includes video games , motion pictures , and other merchandise . The series began in 1987 as an eponymous role @-@ playing video game developed by Square , spawning a video game series that became the central focus of the franchise . The music of the Final Fantasy series refers to the soundtracks of the Final Fantasy series of video games , as well as the surrounding medley of soundtrack , arranged , and compilation albums . The series ' music ranges from very light background music to emotionally intense interweavings of character and situation leitmotifs .

The franchise includes a main series of numbered games as well as several spin @-@ off series such as Crystal Chronicles and the Final Fantasy Tactics series . The primary composer of music for the main series was Nobuo Uematsu , who single @-@ handedly composed the soundtracks for the first nine games , as well as directing the production of many of the albums . Music for the spin @-@ off series and main series games beginning with Final Fantasy X was created by a variety of composers including Masashi Hamauzu , Naoshi Mizuta , Hitoshi Sakimoto , and Kumi Tanioka .

The majority of Final Fantasy games , including all of the main series games , have received a soundtrack album release . Many have also inspired orchestral , vocal , or piano arrangement albums . In addition to the regular albums , a number of compilation albums of tracks from multiple games have been produced both by Square Enix and outside groups . Music from the original soundtracks of the games has been arranged as sheet music for the piano and published by DOREMI Music Publishing , while sheet music from the piano albums have been published by Yamaha Music Media . The franchise 's music has been performed numerous times in concert tours and other live performances such as the Orchestral Game Music Concerts , Symphonic Game Music Concerts , and the Play ! A Video Game Symphony and Video Games Live concert tours , as well as forming the basis of specific Final Fantasy concerts such as the Dear Friends and Distant Worlds concert tours .

= = Themes = =

Although each game in the Final Fantasy series offers a variety of music , there are some frequently reused themes . Most of the games open with a piece called " Prelude " , which is based on a short piece by Bach that has evolved from a simple , two @-@ voice , arpeggiated theme in the early games to a complex melodic arrangement in recent installments . It has been described as being " as recognizable in gaming circles as the Super Mario Bros. theme or Sonic the Hedgehog 's title screen pop " . Battle victories in the first 10 installments of the series were accompanied by a victory fanfare ; this theme has become one of the most recognized pieces of music in the series . Chocobos and moogles , two mascots for the series , each have their own themes . The basic theme for chocobos is rearranged in a different musical style for each installment , and usually has a title ending in " de Chocobo " , while moogles have a theme entitled " Moogle 's Theme " , which first appeared in Final Fantasy V. The chocobo inspired the spin @-@ off Chocobo series , and many of the pieces from the soundtracks of that series are stylistically based on the main chocobo theme . A piece called " Prologue " or " Final Fantasy " , originally featured in the first game , has appeared in some form in every game in the main series , with the exceptions of Final Fantasy II , Final Fantasy X , and Final Fantasy XIII ; originally appearing in the prologue of the games . It sometimes appears as a full arrangement and surfaces other times as a theme played during the finale track . Although leitmotifs are often used in the more character @-@ driven installments , theme music is typically reserved for main characters and recurring plot elements .

= = History = =

= = Main series = = =

===== 1987 ? 1994 : Famicom era =====

When Nobuo 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 , approached him about creating music for some of their titles in development , and he agreed . Uematsu considered it a side job and was skeptical it would become any sort of full @-@ time position . 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 . The first score he produced for Square was the soundtrack for the role @-@ playing video game Cruise Chaser Blassty . 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 for the soundtrack of Final Fantasy , Uematsu 's 16th score , such as the need for " battle " and " town " music , but left the remainder of the composing to Uematsu , aside from informing him of the specific technical limitations of the Famicom system . The game was released in 1987 .

After the success of Final Fantasy I , Uematsu remained with the series to compose the soundtrack to Final Fantasy II ( 1988 ) . Although I and II were composed separately , music from the two games have only been released on albums together . These albums include a soundtrack album and two arranged albums . Final Fantasy III ( 1990 ) was released two years later and featured a soundtrack from Uematsu that has been lauded as one of the best soundtracks of any NES game . The soundtrack spawned two soundtrack albums , as well as a disc of vocal and orchestral arrangements .

Final Fantasy IV ( 1991 ) was the first game in the series to be released for the Super Famicom , and the resultant changes in the sound technology resulted in a composition process that Uematsu noted was " excruciating " . Uematsu has stated that , beginning with this soundtrack , he started to move away from the idea that the soundtrack had to be solely an orchestral score . In addition to the soundtrack album , the music of IV was arranged and released in the style of Celtic music , performed by Máire Breatnach . It also sparked the release of an album of piano arrangements , something which would be repeated for every subsequent main @-@ series game to date .

Having now gained experience with the Super Famicom sound chip , Uematsu felt that the sound quality of the soundtrack for the next game in the series , Final Fantasy V ( 1992 ) , was much better than that of IV . He named this as the primary reason that the soundtrack album was two CDs long , a first for the series . Like IV , the discography of Final Fantasy V included an arranged and a piano album in addition to the main soundtrack album .

In 1994 , Square released Final Fantasy VI ( 1994 ) , the last for the Super Famicom , and the accompanying soundtrack has been considered one of the greatest video game soundtracks ever composed . The game 's discography also includes orchestral and piano arrangement CDs , as well as EPs of unreleased tracks and character themes . The soundtrack included the first attempt in the Final Fantasy series to include a vocal track , " Aria di Mezzo Carattere " , which has been described as " one of Uematsu 's greatest achievements " . This track features an unintelligible synthesized " voice " that harmonizes with the melody , as technical limitations for the SPC700 sound format chip prevented the use of an actual vocal track . The first actual vocals in a piece appeared in Final Fantasy VII .

===== 1997 ? 2000 : PlayStation era =====

Beginning with Final Fantasy VII ( 1997 ) , the series moved platforms to the PlayStation . While the media capabilities of the PlayStation allowed for CD quality music , Uematsu opted instead to use Sequence format . The soundtrack album ran a record four discs , and Uematsu has stated that the move into the " PlayStation era " , which allowed video game composers to use sounds recorded in the studio rather than from synthesizers , had " definitely been the biggest change " to video game music . VII was the first game in the series to include a track with digitized vocals , " One @-@

Winged Angel " , which has been described as Uematsu 's " most recognizable contribution " to the music of the series . The piece , described as " a fanfare to impending doom " , is said to not " follow any normal genre rules " and has been termed " possibly the most innovative idea in the series ' musical history . " The lyrics of the piece , a Latin choral track which plays at the climax of the game , were taken from the medieval poetry on which Carl Orff based his Carmina Burana , specifically the songs " Estuans Interius " , " O Fortuna " , " Veni , Veni , Venias " and " Ave Formosissima " . There was a plan to use a " famous vocalist " for the ending piece as a " theme song " for the game , but the idea was dropped due to time constraints and thematic concerns . The idea of a theme song would be resurrected in the following installment of the series . In 2006 , IGN ranked VII 's music the best Final Fantasy soundtrack to date and cited the " gripping " character tracks and " One @-@ Winged Angel " in particular as contributing factors . The discography of the original game only includes soundtrack , best of , and piano albums . However , beginning in 2005 Square Enix produced a collection of media centered on the game and world of Final Fantasy VII entitled the Compilation of Final Fantasy VII . This collection has produced five additional soundtrack albums , each for a different game or animation .

The soundtrack of Final Fantasy VIII ( 1999 ) , unlike that of VI and VII , did not include character themes , as Uematsu felt they would not be effective . In response to a question by IGN music stating that the music of Final Fantasy VIII was very dark and perhaps influenced by the plot of the game , Uematsu stated " the atmosphere of music varies depending on story line , of course , but it 's also my intention to put various types of music into one game " . Although the idea had not been used in the previous game , he thought a ballad would closely relate to the theme and characters of VIII , and composed " Eyes on Me " , performed by Faye Wong . The song was released as a single , while Square produced soundtrack , orchestral , and piano albums for the game 's music .

The music of Final Fantasy IX , ( 2000 ) , was based around a theme of Renaissance music , and was heavily inspired by previous Final Fantasy games , incorporating themes and motifs from earlier soundtracks . Uematsu felt previous games VII and VIII had a mood of realism , but that Final Fantasy IX was more of a fantasy , so " a serious piece as well as silly , fun pieces could fit in " . Uematsu has claimed several times that the music of IX is his favorite work , as well as the one he is most proud of . Like Final Fantasy VIII , IX included a vocal theme , " Melodies of Life " , which was sung by Emiko Shiratori . The game 's discography includes albums of the original soundtrack , a selection of the best tracks , a piano arrangement album , an album of unreleased tracks , and a single of " Melodies of Life " .

== = 2001 ? present : other composers == =

Final Fantasy X ( 2001 ) marked the first time in the series ' history that Uematsu was not the sole composer for the soundtrack . Released on the PlayStation 2 , the score was also created by Masashi Hamauzu and Junya Nakano . Uematsu contributed 51 tracks , Hamauzu contributed 20 tracks and Nakano contributed 18 tracks to the game . The two new composers were chosen for the soundtrack based on their ability to create music that was different from Uematsu 's while still working together . The discography for the game includes the soundtrack album , piano , and vocal arrangement albums , and an EP of tracks by Uematsu inspired by the game . The theme song for the game , " Suteki da ne " , which translates to " Isn 't it Wonderful ? " , was written by Nobuo Uematsu and Kazushige Nojima and was sung by Japanese folk singer Ritsuki Nakano , known as " RIKKI " , whom the music team contacted while searching for a singer whose music reflected an Okinawan atmosphere . " Suteki da ne " is sung in its original Japanese form in both the Japanese and English versions of Final Fantasy X , and was released as a single .

Uematsu , Naoshi Mizuta , and Kumi Tanioka composed Final Fantasy XI ( 2002 ) . It was the last Final Fantasy soundtrack that Uematsu was a main composer for until Final Fantasy XIV , as he resigned from Square Enix in November 2004 . The expansion packs were mostly scored by Mizuta alone . The opening of the game features choral music with lyrics in Esperanto . According to Uematsu , the choice of language was meant to symbolize the developers ' hope that their online game could contribute to cross @-@ cultural communication and cooperation . The game and each

of its four expansion packs have produced a soundtrack album ; the discography for the game also includes two piano albums , an album of unreleased tracks , two arranged albums , and a single for its vocal theme , " Distant World " , which was composed by Uematsu and performed by Japanese opera singer Izumi Masuda .

Final Fantasy XII ( 2006 ) was mainly composed by Hitoshi Sakimoto , although six compositions were contributed by his fellow composers Hayato Matsuo and Masaharu Iwata . Uematsu only contributed the theme song , " Kiss Me Good @-@ Bye " , sung by Angela Aki . Violinist Taro Hakase also contributed a piece named " Symphonic Poem ' Hope ' " , featured during the game 's ending credits . Sakimoto was brought in to compose the soundtrack to the game by Yasumi Matsuno , the producer of the game , five months before the game was officially announced . Sakimoto experienced difficulty following in Uematsu 's footsteps , but he decided to create a unique soundtrack in his own way , although he cites Uematsu as his biggest musical influence . Sakimoto did not meet with Uematsu for direction on creating the soundtrack and tried to avoid copying Uematsu 's style from previous Final Fantasy soundtracks . However , he did attempt to ensure that his style would mesh with Uematsu 's " Kiss Me Good @-@ Bye " and the overall vision of the series . The current discography , while originally limited to the soundtrack album and singles for " Kiss Me Good @-@ Bye " and " Symphonic Poem ' Hope ' " , was late in 2012 given an album of piano arrangements like most prior soundtracks in the series .

Final Fantasy XIII ( 2009 ) was composed by Masashi Hamauzu . Although its main theme was originally announced to be composed by Nobuo Uematsu , Uematsu instead gave it to Hamauzu to compose after being selected as the composer for Final Fantasy XIV , making XIII the first game in the main series to not have any work by Uematsu . The game has sparked the release of a soundtrack album , an arranged album , two gramophone record albums of music from the soundtrack , a piano album , and a single of the game 's theme song " Because You 're Here " ( ?????? , Kimi ga Iru Kara ) , sung by Sayuri Sugawara . The international versions of XIII feature the song " My Hands " sung by British singer Leona Lewis from her second album Echo .

The latest game in the series , Final Fantasy XIV ( 2010 ) was composed by Uematsu through his " Smile Please " studio , and is the first Final Fantasy since IX to have a score completely composed by him at release . The theme song Answers was sung by Susan Calloway , with lyrics from game writers Yaeko Sato and Michal @-@ Christopher Koji Fox . Since original launch , and for the A Realm Reborn relaunch , additional in @-@ game music has been composed by Naoshi Mizuta , Ryo Yamazaki , Tsuyoshi Sekito , and Masayoshi Soken . The full official soundtrack with all 104 tracks from the original version of Final Fantasy XIV was released on August 14 , 2013 in a single Blu @-@ ray disc compilation . Titled Before Meteor : FINAL FANTASY XIV Original Soundtrack , the disc contains all of the music composed by Nobuo Uematsu for the initial release , as well as music added on subsequent patches by Uematsu , Mizuta , Yamazaki , Sekito and Soken . Uematsu , along with Calloway and Koji Fox ( plus scenario writer Kazutoyo Maehiro ) , also returned for the title theme to the game 's 2015 expansion , Heavensward , titled Dragonsong .

= = = Spin @-@ offs = = =

= = = = Compilation of Final Fantasy VII = = = =

The Compilation of Final Fantasy VII is the formal title for a series of games and animated features developed by Square Enix based in the world and continuity of Final Fantasy VII . Spearheaded by Tetsuya Nomura and Yoshinori Kitase , the series consists of several titles across various platforms , all of which are extensions of the Final Fantasy VII story . The first announced element of the series was Final Fantasy VII Advent Children , an animated sequel to the original game , though the first to be released was the mobile phone game Before Crisis : Final Fantasy VII . Before Crisis 's soundtrack was composed by Takeharu Ishimoto , while Advent Children was scored by Nobuo Uematsu , Keiji Kawamori , Kenichiro Fukui , and Tsuyoshi Sekito . Other titles in the series are Dirge of Cerberus : Final Fantasy VII , the soundtrack of which was composed by Masashi Hamauzu

, Crisis Core : Final Fantasy VII , which was primarily composed by Takeharu Ishimoto with a few tracks provided by Kazuhiko Toyama , and Last Order : Final Fantasy VII , also composed by Ishimoto .

Advent Children featured a song by former Japanese rock band Boøwy 's singer Kyosuke Himuro in its ending credits , the Dirge of Cerberus soundtrack contained two songs by Gackt , including its theme song " Redemption " , and Crisis Core 's theme song , " Why " , was performed by Ayaka . Each element of the series sparked its own soundtrack album except for Before Crisis and Last Order , which had their soundtracks released together in one album . Dirge of Cerberus also had a download @-@ only soundtrack album for its Japan @-@ only multiplayer mode , while " Redemption " and " Why " each had a single release by their respective artists .

===== Final Fantasy X @-@ 2 =====

Final Fantasy X @-@ 2 ( 2003 ) , was the first direct video game sequel to any Final Fantasy game . Despite having composed the majority of the soundtrack for Final Fantasy X , Nobuo Uematsu did not contribute any music to the project . No tracks from X or other games in the series were used in the game . In an attempt to make a different style of music for the game than previous franchise titles , Square brought Noriko Matsueda and Takahito Eguchi on board to compose the music for X @-@ 2 , as the developers felt they were the " perfect fit " to incorporate a " pop " style into the music . The game includes two songs with vocalized elements , one of which , the J @-@ Pop song " real Emotion " , was written by Ken Kato and composed by Kazuhiro Hara . The other , J @-@ Pop ballad " 1000 Words " , was written by scenario writers Kazushige Nojima and Daisuke Watanabe . Matsueda and Eguchi composed and arranged the track . Both songs were sung by Jade Villalon from Sweetbox in the English version of the game , and are available as bonus tracks on the Japanese release of her album Adagio . In the Japanese version of the game both the songs were sung by Kumi Koda and were released as a single entitled real Emotion / 1000 no Kotoba . Koda also released her own English versions of the songs on her CD single Come with Me , with slightly different versions of the lyrics than Jade . In addition to Come with Me , the collection of music for Final Fantasy X @-@ 2 includes the two @-@ disc soundtrack album , a piano album , a soundtrack album for the Final Fantasy X @-@ 2 International + Last Mission version of the game , a single for the song " Eternity ~ Memory of Lightwaves " , and a set of three singles themed around the three main characters of the game .

===== Tactics and Ivalice Alliance =====

The Final Fantasy Tactics series is a spin @-@ off of the main Final Fantasy series , consisting of primarily tactical role @-@ playing games with heavy thematic similarities to the main series . After Final Fantasy XII was set in the same world , Ivalice , as the two games in the series Final Fantasy Tactics ( 1997 ) and Final Fantasy Tactics Advance ( 2003 ) , Square Enix announced that all future games set in the game world would be part of the new Ivalice Alliance subseries . These games to date include Final Fantasy XII : Revenant Wings ( 2007 ) , Final Fantasy Tactics : The War of the Lions ( 2007 ) , Final Fantasy Tactics A2 : Grimoire of the Rift ( 2007 ) , and Final Fantasy XII International Zodiac Job System ( 2007 ) .

The music of these games has been primarily composed by Hitoshi Sakimoto , who also composed the main @-@ series game set in Ivalice , Final Fantasy XII . Masaharu Iwata shared compositional duties with him for Tactics ; Sakimoto composed 47 tracks for the game while Iwata composed the other 24 . Sakimoto composed almost all of the music for Tactics Advance , while Uematsu contributed the main theme and Kaori Ohkoshi and Ayako Saso composed additional battle tracks . Both games have a soundtrack album , while Tactics Advance inspired an arranged album . Sakimoto again was the composer for Tactics A2 : Grimoire of the Rift , though this time he was supported by composers from his studio Basiscape , and it too sparked a soundtrack album release . He also scored Revenant Wings , though it primarily consisted of arrangements of his previous work and has not been released as a separate album , and his work on Tactics was used as the

score for the spinoff series Crystal Defenders .

== Crystal Chronicles ==

Another spin @-@ off of the main series , the Final Fantasy Crystal Chronicles series consists of Crystal Chronicles ( 2004 ) , its sequel Ring of Fates ( 2007 ) , and their spin @-@ offs My Life as a King ( 2008 ) , Echoes of Time ( 2009 ) , My Life as a Darklord ( 2009 ) , and the newest title The Crystal Bearers ( 2009 ) . Kumi Tanioka is the main composer for the series , having composed the music for all of the released games . Her only work on the main series to date has been as one of the co @-@ composers for Final Fantasy XI . She did not compose the soundtrack for The Crystal Bearers ; Hidenori Iwasaki composed it instead . Tanioka is known for using an eclectic mix of instruments in her albums ; she has described the musical style for the soundtrack to Crystal Chronicles as being based on " ancient instruments " . The soundtrack has extensive use of many medieval and Renaissance musical instruments ? such as the recorder , the crumhorn and the lute ; creating a distinctively rustic feel ? and also follows the practices and styles of medieval music . For the soundtrack to Ring of Fates , Tanioka purposefully did not focus on " world music " , instead focusing on " creating a new landscape containing the same atmosphere " . Echoes of Time also incorporates a variety of instruments , including oboes , xylophones , marimbas , and Latin guitars .

Of the released games , Crystal Chronicles , Ring of Fates , and Echoes of Time are the only ones to have a released soundtrack . Crystal Chronicles also has sparked a single of its theme song , " Sound of the Wind " ( 風の音 , Kaze no Ne ) , composed by Kumi Tanioka and performed by Fujimoto Yae . Ring of Fates also has an associated single of its theme song , " A World Without Stars " ( 星のない世界 , Hoshi no Nai Sekai ) , written and performed by Aiko . Echoes of Time did not have a theme song .

===== Chocobo =====

The Chocobo series is a spin off series of games first developed by Square and later by Square Enix , featuring a super deformed version of the Final Fantasy series mascot ? the chocobo ? as the protagonist . These games include Mystery Dungeon installments and a variety of minigame collections over a wide variety of video game consoles . The series includes over a dozen games , most of which have been released only in Japan . The soundtracks to the games have been composed by a wide variety of composers , and many of the soundtracks are composed primarily of arranged versions of tracks from previous Final Fantasy soundtracks , especially the " chocobo " theme .

Only some of the games have led to separate soundtrack releases . The first of these was Chocobo 's Mystery Dungeon ( ?????????????? ????? ? ????????? , Chocobo no Fushigina Dungeon ) , which was scored by Masashi Hamauzu and inspired an orchestral arrangement album also composed by Hamauzu . The soundtrack of Chocobo 's Dungeon 2 was composed by Kumi Tanioka , Yasuhiro Kawakami , Tsuyoshi Sekito , Kenji Ito , and Nobuo Uematsu . The games whose soundtracks were primarily composed of previous Final Fantasy and Chocobo tracks were Final Fantasy Fables : Chocobo 's Dungeon , which was arranged by Yuzo Takahashi of Joe Down Studio , Chocobo Racing , whose original tracks were composed by Kenji Ito , and Final Fantasy Fables : Chocobo Tales . The sequel to Chocobo Tales , Chocobo and the Magic Picture Book : The Witch , The Maiden , and the Five Heroes , contains mainly original works , and the two games were scored by Yuzo Takahashi . Unlike the other Chocobo games , they had a joint soundtrack album release , while Chocobo Tales had a previous download @-@ only " best of " album .

===== Others =====

Other spin @-@ offs of the main Final Fantasy series include Final Fantasy Adventure ( 1991 ) , a spin @-@ off game later also considered as the first game in the Mana series , which had references to Final Fantasy removed in its remake , Sword of Mana . It was scored by Kenji Ito , with

one track by Uematsu . Final Fantasy Mystic Quest ( 1992 ) is an SNES game scored by Ryuji Sasai and Yasuhiro Kawakami . Final Fantasy : Legend of the Crystals ( 1994 ) is an animated sequel to Final Fantasy V , and was scored by Masahiko Sato . Final Fantasy : The Spirits Within ( 2001 ) , a computer animated science fiction film , was scored by Elliot Goldenthal , and Final Fantasy : Unlimited ( 2001 ) , a 25 @-@ episode anime series , was scored by Nobuo Uematsu , Shiro Hamaguchi , and Akifumi Tada . The soundtracks to The Spirits Within and Mystic Quest were released as separate albums , while Unlimited had two soundtrack album releases . Final Fantasy Adventure saw the release of a soundtrack album , an arranged album , a release which compiled both previous albums together , and a soundtrack album for its remake .

= = Merchandise = =

The majority of games in the franchise , including all of the main series games , have led to a soundtrack album release . Many have also inspired orchestral , vocal , or piano arrangement albums as well . These albums have been produced and reprinted by a number of different companies , including DigiCube , NTT Publishing , Square Enix itself , and many others . Additionally , many albums have been made available at the iTunes Music Store . In addition to the regular albums , a number of compilation albums of pieces from several Final Fantasy games have been produced both by Square Enix and outside groups , both officially and unofficially . These albums include music directly from the games , as well as arrangements covering a variety of styles . Square Enix produced the first album , Final Fantasy 1987 ? 1994 ( 1994 ) and has since produced 13 albums , leading up to Final Fantasy Remix ( 2008 ) . The first compilation album produced by an outside group was The Best of Final Fantasy 1994 ? 1999 : A Musical Tribute , released in 2000 by Sherman F. Heinig ; the newest is Voices of the Lifestream , an unlicensed download @-@ only album from OverClocked ReMix released in 2007 .

Music from the original soundtracks has been arranged for the piano and published by DOREMI Music Publishing . Books are available for every main series game except for Final Fantasy V , as well as for Advent Children and Crystal Chronicles . All piece in each book have been rewritten by Asako Niwa as beginning to intermediate level piano solos , though they are meant to sound as much like the originals as possible . " Best of " collections and arrangements for guitar solos and piano duets are also available .

Additionally , the actual piano sheet music from each of the ten Final Fantasy Piano Collections albums has been published as ten corresponding music books by Yamaha Music Media . Each book contains the original music , exactly as arranged and performed on the albums . Unlike the Original Score arrangements , these pieces are intended only for advanced players as they are generally more difficult . Sheet music for the Final Fantasy XI Piano Collections album included in the Final Fantasy XI OST Premium Box Set was included in that box set , and , like the album itself , is unavailable for purchase elsewhere ; sheet music for the identically named standalone piano album is published by Yamaha .

= = Public performances = =

Music from Final Fantasy has been performed numerous times in concert tours and other live performances . Music from the series was played in the first four concerts of the Tokyo Philharmonic Orchestra 's Orchestral Game Music Concerts series from 1991 to 1994 , and each concert has been released on an album . It has also been played in the Video Games Live concert tour from 2005 to date as well as the Play ! A Video Game Symphony world tour from 2006 onwards , for which Nobuo Uematsu composed the opening fanfare that accompanies each performance . Final Fantasy music was played at the Symphonic Game Music Concert series , a series of annual German video game music concerts notable for being the first of their kind outside Japan , from 2003 to 2007 . The music made up one fourth of the Symphonic Fantasies concerts in September 2009 which were produced by the creators of the Symphonic Game Music Concert series . It has also been played by the Australian Eminence Symphony Orchestra , an independent symphony

orchestra specializing in classical music from video games .

Music from the series has also been played in specific Final Fantasy concerts and concert series . After the success of the 2002 Music from Final Fantasy concert in 2002 , a recording of which was produced as an album , the Tour de Japon : Music from Final Fantasy , was launched in Japan in 2004 . It was followed by the Dear Friends -Music from Final Fantasy- tour in the United States that same year , which was originally scheduled to be a single concert but grew into a year @-@ long tour . In 2005 , a concert entitled More Friends : Music from Final Fantasy was performed to coincide with the one @-@ year anniversary of the first Dear Friends concert and also had an album published of the performance . The latest Final Fantasy tour is the worldwide Distant Worlds : Music from Final Fantasy tour , which began in Sweden in 2007 and still continues to date . A recording of its first performance was released as an album . Nobuo Uematsu additionally plays with The Black Mages , a band which performs Final Fantasy music in a rock music style . They have performed music live in concert , as well as with orchestras as part of various concert tours . They have released three albums to date , as well as DVDs of their live performances .

From November 2003 to April 2004 , Square Enix U.S.A. launched an AOL Radio station dedicated to music from the series , initially carrying complete tracks from Final Fantasy XI in addition to samplings from VII through X. The station was relaunched in July 2006 and still remains on the site . In the 2004 Summer Olympics , the American synchronized swimming duo consisting of Alison Bartosik and Anna Kozlova were awarded the bronze medal for their performance to " Liberi Fatali " from Final Fantasy VIII .

= = Sales = =

= = = Albums = = =

The sales figures for the various Final Fantasy music albums in Japan are as follows :

Final Fantasy VI Original Sound Version ( 1994 ) - 175 @,@ 000

Final Fantasy VII Original Soundtrack ( 1997 ) - 148 @,@ 260

Final Fantasy VII Advent Children Original Soundtrack ( 2005 ) - 38 @,@ 904

Dirge of Cerberus : Final Fantasy VII Original Soundtrack ( 2006 ) - 14 @,@ 361

Crisis Core : Final Fantasy VII Original Soundtrack ( 2007 ) - 13 @,@ 321

Final Fantasy VIII Original Soundtrack ( 1999 ) - 300,000  
Final Fantasy VIII : Fithos Lusec Wecos Vinosec ( 1999 ) - 7 @,@ 540

Final Fantasy IX Original Soundtrack ( 2000 ) - 101 @,@ 520

Final Fantasy IX Original Soundtrack PLUS ( 2000 ) - 4 @,@ 180

Final Fantasy X Original Soundtrack ( 2001 ) - 140 @,@ 380

Final Fantasy X Vocal Collection ( 2001 ) - 11 @,@ 762

Final Fantasy X Piano Collections ( 2002 ) - 2 @,@ 900

Final Fantasy X @-@ 2 Original Soundtrack ( 2003 ) - 82 @,@ 350

Final Fantasy X @-@ 2 International + Last Mission OST ( 2004 ) - 9 @,@ 879

Final Fantasy POTION : Relaxin ' With Final Fantasy ( 2001 ) - 6 @,@ 550

Square Vocal Collection ( 2001 ) - 4 @,@ 550

Final Fantasy & Final Fantasy II Original Soundtrack ( 2002 ) - 3 @,@ 900

Final Fantasy XI Original Soundtrack ( 2002 ) - 13 @,@ 250

2002 Music from Final Fantasy ( 2002 ) - 7 @,@ 610

The Black Mages ( 2003 ) - 23 @,@ 526

The Black Mages II : The Skies Above ( 2004 ) - 11 @,@ 890

Final Fantasy III Original Soundtrack ( 2006 ) - 17 @,@ 843

Final Fantasy XII Original Soundtrack ( 2006 ) - 31 @,@ 547

Final Fantasy XIII Original Soundtrack ( 2010 ) - 16 @,@ 000 ( first @-@ day sales )

At least eight of these soundtrack albums debuted in the top ten of the Oricon albums chart : Final Fantasy VI Original Sound Version , Final Fantasy VII Original Soundtrack , Final Fantasy VIII



Original Soundtrack , Final Fantasy IX Original Soundtrack , Final Fantasy X Original Soundtrack , Final Fantasy X @-@ 2 Original Soundtrack , Final Fantasy XII Original Soundtrack , and Final Fantasy XIII Original Soundtrack , the latter debuting at # 3 on the chart . The sales figures for albums released before Final Fantasy VI are currently unknown . The only Final Fantasy albums that failed to reach the top 30 of the Oricon albums chart were the soundtracks for the Final Fantasy Tactics series and Crystal Chronicles series .

= = = Singles = = =

The sales figures for the various Final Fantasy vocal singles in Japan are as follows :

" Eyes on Me " ( vocals by Faye Wong , for Final Fantasy VIII , 1999 ) - 500 @, @ 000

" Melodies of Life " ( vocals by Emiko Shiratori , for Final Fantasy IX , 2000 ) - 100 @, @ 000

" Suteki Da Ne " ( vocals by Rikki , for Final Fantasy X , 2001 ) - 130 @, @ 000

" Real Emotion / 1000 no Kotoba " ( vocals by Kumi Koda , for Final Fantasy X @-@ 2 , 2003 ) - 280 @, @ 000

" Redemption " ( vocals by Gackt , for Dirge of Cerberus : Final Fantasy VII , 2006 ) - 125 @, @ 000

" Kiss Me Good @-@ Bye " ( vocals by Angela Aki , for Final Fantasy XII , 2006 ) - 60 @, @ 000

" Why " ( vocals by Ayaka , for Crisis Core : Final Fantasy VII , 2007 ) - 60 @, @ 000

" Hoshi no Nai Sekai " ( vocals by Aiko , for Final Fantasy Crystal Chronicles : Ring of Fates , 2007 ) - 110 @, @ 000

" My Hands " , the Leona Lewis theme song for the North American and European versions of Final Fantasy XIII , was never released as a single , though the album it was taken from , Echo ( 2009 ) , sold over 1 million copies in Europe , including over 600 @, @ 000 in the United Kingdom .

= = Artists inspired by Final Fantasy music = =

Owen Pallett

Piano Squall

Periphery