

Final Fantasy Tactics Music Guide

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Version 1.2

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Section 1 - Introduction

1.1 - FAQ Information

1.2 - Soundtrack Information

1.3 - Special Notes

Section 2 - Battle/Scene Music List

2.1 - Introductions

2.2 - Chapter 1 Scenes and Battles

2.3 - Chapter 2 Scenes and Battles

2.4 - Chapter 3 Scenes and Battles

2.5 - Chapter 4 Scenes and Battles

2.6 - Sidequest Scenes and Battles

2.7 - Ending Scenes

2.8 - Random Battles and Other Music

Section 3 - OST-ordered Music List

3.1 - Disc 1

3.2 - Disc 2

3.3 - Non-OST Music

Section 4 - Miscellaneous

4.1 - Disclaimer

4.2 - Acknowledgements

4.3 - Links

WARNING: This guide contains massive spoilers for the entire game.

SECTION 1 - INTRODUCTION

1.1 - FAQ Information

This guide is a detailed listing of the scenes and music of Final Fantasy Tactics, showing which music plays in which scenes and battles and where these songs can be found on the Final Fantasy Tactics Original Soundtrack (hereafter referred to as the OST). It is a joint effort between myself and Black Fenril, who originally posted the Battle/Scene Music Guide on FFT General on GameFAQs. Section 2 of this guide is based entirely on her work.

Section 2 lists each scene and battle in chronological order, names the track

that accompanies it, and gives a brief overview of the plot development.

Section 3 lists the tracks in the order they appear on the OST, names the composer of each track, and lists chronologically the scenes and battles in which each track appears.

Because many of the track listings on the OST are in Japanese, the track names are often translated differently from source to source. We have used the most common track names, and always list the track numbers in case you know some songs by a different name.

We hope you find this guide helpful, and that you'll enjoy the music of Final Fantasy Tactics as much as we do.

-- Andrea Robinson and Black Fenril

1.2 - Soundtrack Information

- Release Information

The Final Fantasy Tactics Original Soundtrack, composed by Masuharu Iwata and Hitoshi Sakimoto, has been released twice. The original release was by DigiCube on June 21, 1997, with a price of 2,854 yen and product number SSCX-10008. The re-release was by Square-Enix on March 24, 2006, with a price of 2,667 yen and product number SQEX-10066.

- Disc Information

Disc 1 is purple and bears Larg's crest, and has 42 tracks. Disc 2 is red and bears Goltana's crest, and has 29 tracks. The total running time for the soundtrack is 2 hours, 30 minutes, and 33 seconds. This information is the same for both releases.

- Inserts and Extras

1997 DigiCube release: The case inserts and cardboard slipcover are both tan and decorated with character art from the game - Delita and Ramza on the front, and Larg, Ovelia, Goltana, Dycedarg, Alma, Agrias, and Zalbag on the back. There is a brief insert in the case with track listings, credits, composer notes, and photographs of Sakimoto and Iwata. The soundtrack also comes with a small tan poster with character art for nineteen of the twenty generic job classes (all but Mime).

2006 Square-Enix release: The case insert art is the same as described above, but it does not have the slipcover or poster. The insert with the track listings, credits, composer notes, and photographs is essentially the same, but is tucked into the cover of the case instead of being a separate insert. Thanks to BOW Chris for confirming this for me.

1.3 - Special Notes

- Scene names

Most scenes in the game that do not take place pre-battle or mid-battle can be viewed using the "Brave Story" menu option "Record." When a scene name appears in quotation marks in this guide, it means that it is viewable in

"Brave Story" under that name. We have taken the liberty of giving short, descriptive titles to scenes that do NOT appear in "Brave Story."

- "Ovelia's Theme" (OST Disc 1, Track 36)

There are two parts to this track on the OST. Part 1 is more cheerful and has a prominent horn section; Part 2 is slower and more sweeping and orchestral. They are combined into one track on the OST, so I have specified in the guide which part of the track is being used.

- "Apoplexy" (OST Disc 1, Track 37)

There are two parts to this track on the OST. Part 1 is a more energetic variation used in random battles; Part 2 is slightly edgier and appears in some plot battles. On the OST, they are combined into one track that alternates back and forth between the two, so I have specified in the guide which part of the track is being used.

- Songs that don't appear on the OST

Four of the songs that play in-game do not appear on the OST. These tracks are identified by their filenames in the FFT PSF archive. You can learn more about PSF files at <http://www.neillcorlett.com/psf/>.

- Two songs for a scene?

Yes. Some scenes use two pieces of music, and both are listed for those scenes. Other scenes have no music, and this has also been indicated.

SECTION 2 - BATTLE/SCENE MUSIC LIST

2.1 - Introductions

1. VIDEO: The Zodiac Brave Story

"Bland Logo ~ Title Back" (OST Disc 1, Track 1)

The opening ("A warrior takes sword in hand, clasping a gem to his heart"), leading to the screen where you choose New Game, Continue, Tutorial, or Sound.

2. VIDEO: Lion War Movie

"Backborn Story" (OST Disc 1, Track 2)

A movie detailing the political background leading to the Lion War.

3. VIDEO: Promo Movie

"P.R. Movie" (OST Disc 1, Track 3)

A short movie showing actual gameplay clips and storyline quotes, functioning like a movie trailer.

4. VIDEO: Job Class Overview Movie

"Character Introductions" (OST Disc 1, Track 4)

A rather long movie showing most of the generic job classes and several of the monster classes.

5. OTHER: New Game

"Character Making" (OST Disc 1, Track 5)

Alazlam's background information on the Lion War, and the opportunity to select Ramza's name and birthday.

6. VIDEO: Opening FMV

"Prologue Movie" (OST Disc 1, Track 6)

A group of soldiers on chocobos, finally arriving at Orbonne Monastery.

2.2 - Chapter 1 Scenes and Battles

1. SCENE: "Prayer of Queen Ovelia"

"Pray" (OST Disc 1, Track 7)

"Enemy Attack" (OST Disc 1, Track 8)

Princess Ovelia prays, Agrias and Gafgarion bicker, and an injured knight reports that the enemy has arrived outside the monastery.

2. BATTLE: Outside Orbonne Monastery

"Trisection" (OST Disc 1, Track 9)

A training battle against the Knight, Chemist, and three Archers who rode in during the opening FMV.

3. SCENE: "Cadets"

"Commander in Training" (OST Disc 1, Track 10)

Delita mentions that Marquis Elmdor is on his way to town, and a Knight sends the cadets out to defeat a group of "tortured thieves."

4. BATTLE: Gariland Magic City

"Back Fire" (OST Disc 1, Track 42)

The game's first "real" battle. Best known for the line "surrender or die in obscurity."

5. SCENE: "Death of father Balbanes"

"Hero's Theme" (OST Disc 1, Track 14)

Flashback within a flashback - Balbanes Beoulve addresses his children from his deathbed.

6. BATTLE: Mandalia Plains

"Bloody Excrement" (OST Disc 2, Track 5)

The choice whether to save Albus from the Death Corps.

7. SCENE: "First meeting with Albus"

"Albus" (OST Disc 1, Track 16)

After the battle, Albus thanks you for helping him and requests your assistance in rescuing the Marquis.

8. SCENE: "Reunion with Dycedarg"

"Zalbag, The Holy Knight" (OST Disc 1, Track 38)

After returning to Igros, Dycedarg expresses his pride in Ramza, and Albus forgets that he is a cadet and asks for a group of soldiers to help him rescue the Marquis. Dycedarg tells the boys to guard the castle while his soldiers rescue Elmdor.

9. SCENE: "At Igros Castle"

"Alma's Theme" (OST Disc 1, Track 26)

Albus tells about his family's history, and Alma tells Ramza that Teta is being teased at school.

10. BATTLE: Sweegy Woods

"Run Past Through The Plain" (OST Disc 1, Track 39)

Plot battle against a group of monsters.

11. PRE-BATTLE SCENE: First sight of Wiegraf
"Count's Anger" (OST Disc 2, Track 12)
Wiegraf threatens another member of the Death Corps; Delita recognizes him from the Fifty-Year War.
12. BATTLE: Slums in Dorter
"Decisive Battle" (OST Disc 1, Track 28)
Three Archers, two Wizards, and a Knight.
13. SCENE: "After Gustav!"
"Invasion" (OST Disc 1, Track 40)
Albus physically and verbally abuses a member of the Death Corps, trying to learn the Marquis' whereabouts, and Ramza and Delita must restrain him.
14. BATTLE: Cellar of Sand Mouse
"Night Attack" (OST Disc 2, Track 23)
A Monk, two Archers, and three Knights in a small house. "Oh God, the Hokuten!"
15. SCENE: "Rescue of Marquis Elmdor"
"Anxiety" (OST Disc 1, Track 31)
Wiegraf kills Gustav, and the boys let him go, then rescue the Marquis.
16. SCENE: "Master of Gallione"
"Dycedarg's Theme" (OST Disc 2, Track 2)
Dycedarg reprimands Ramza for leaving the castle and dishonoring his family name; Larg shows him tolerance, and the boys are assigned to attack one of the thieves' hideouts.
17. BATTLE: Thieves' Fort
"Remnants" (OST Disc 1, Track 30)
The first fight against Miluda and her generics, during a thunderstorm.
18. SCENE: "Lady of the Death Corps"
NO MUSIC
Miluda condemns the nobility for treating the peasants like animals.
19. SCENE: "Attack by the Death Corps!"
"Tension 1" (OST Disc 1, Track 32)
Before you return to Igros, a scene is shown in which Delita's sister Teta is kidnapped by a member of the Death Corps and Dycedarg is injured.
20. SCENE: "Delita's Anger"
"Dycedarg's Theme" (OST Disc 2, Track 2)
"Delita's Theme" (OST Disc 1, Track 41)
From a sickbed, Dycedarg assures Ramza that Teta will be saved; Albus says Dycedarg is lying, and Ramza and Delita send Albus away.
21. SCENE: "Reed pipe"
"Memories" (OST Disc 2, Track 1)
Ramza and Delita watch the sunset from Mandalia Plains, where they talk about Teta's kidnapping and Delita's inadequacy, and finally use blades of grass as "reed pipes."
22. BATTLE: Lenalia Plateau
"In Pursuit" (OST Disc 2, Track 13)
The second fight against Miluda and her generics; Miluda dies for good.

23. SCENE: "One rock and a small ripple"
"Cry Of Pain 1" (OST Disc 1, Track 29)
Inside the Windmill Shed, Wiegraf tries to explain his plans to the impatient Golagros.
24. BATTLE: Windmill Shed
"Antipyretic" (OST Disc 2, Track 3)
The first battle against Wiegraf, with Boco, two Monks, and a Knight.
25. SCENE: Inside the windmill
"Delita's Theme" (OST Disc 1, Track 41)
After the battle, Ramza and Delita discover that Teta is still missing.
26. PRE-BATTLE SCENE: Fort Zeakden
"Bloody Excrement" (OST Disc 2, Track 5)
Albus shoots Teta and Golagros; Delita begins to berate him.
27. BATTLE: Fort Zeakden
"Trisection" (OST Disc 1, Track 9)
Battle against Albus, two Wizards, and three Knights.
28. SCENE: "And I escaped..."
"And I Ran Away" (OST Disc 2, Track 6)
Golagros sets the gunpowder on fire. Ramza tries to warn Delita away from the explosion, but is too late. In the narrative text at the end of chapter 1, Ramza laments his own cowardice and selfishness.

2.3 - Chapter 2 Scenes and Battles

1. SCENE: "Ovelia chase"
NO MUSIC
Opening of chapter 2. Delita has kidnapped Ovelia, Agrias pledges to find her, and Ramza asks to come along.
2. PRE-BATTLE SCENE: Dorter Trade City
"Anxiety" (OST Disc 1, Track 31)
Vormav makes a deal with a Thief to kill your party for 700 gil a head.
3. BATTLE: Dorter Trade City
"Run Past Through The Plain" (OST Disc 1, Track 39)
Battle against two Thieves, two Wizards, and two Archers, with Gafgarion and Agrias as guests.
4. BATTLE: Araguay Woods
"Apoplexy Part 1" (OST Disc 1, Track 37)
The choice whether to save Boco from a group of goblins.
5. BATTLE: Zirekile Falls
"Battle On The Bridge" (OST Disc 2, Track 11)
Gafgarion betrays your party. Agrias, Delita, and Ovelia are guests, with the objective "Protect Ovelia."
6. SCENE: "Reunion with Delita"
"Zalbag, The Holy Knight" (OST Disc 1, Track 38)
Delita says that Teta saved him at Zeakden, and he allows Ovelia to stay with Ramza and Agrias.

7. BATTLE: Zaland Fort City
"Tension 1" (OST Disc 1, Track 32)
The choice whether to save Mustadio from two Wizards, two Knights, and two Archers.
8. SCENE: "Machinist"
"Invasion" (OST Disc 1, Track 40)
Mustadio asks to join you on your way to Lionel, but will not explain why.
9. SCENE: "Worries of Ovelia"
"Ovelia's Theme Part 2" (OST Disc 1, Track 36)
On the way to Lionel, Ramza eavesdrops as Ovelia tells Agrias about her friend Alma Beoulve. Ramza shows Ovelia how to blow on blades of grass to make a musical sound.
10. BATTLE: Bariaus Hill
"Unavoidable Battle" (OST Disc 1, Track 12)
Agrias, Mustadio, and your party against two Knights, two Archers, and two Summoners.
11. SCENE: "Dycedarg's Plans"
"Dycedarg's Theme" (OST Disc 2, Track 2)
Dycedarg orders Gafgarion to kill everyone helping the Princess, including Ramza, if necessary.
12. SCENE: Entering Lionel
"Commander In Training" (OST Disc 1, Track 10)
Outside Lionel Castle, where you are discreetly shown the switch with which to later open the gate.
13. SCENE: "Cardinal Draclau and the Holy Stone"
"Holy Angel's Theme" (OST Disc 2, Track 4)
Ovelia tells the legend of the Zodiac Braves; the cardinal shows a Holy Stone and Mustadio reveals that he has one also; Agrias and Ovelia stay behind at the castle for safety.
14. SCENE: "Those who seek the Holy Stone"
"Tension 1" (OST Disc 1, Track 32)
This scene can be viewed only from the Brave Story menu and does not play in the regular course of the game. Besrodio asks Mustadio to take the Holy Stone and escape with it.
15. BATTLE: Zigolis Swamp
"Night Attack" (OST Disc 2, Track 23)
Mustadio and your party fight a group of mostly-undead monsters in a poison swamp.
16. SCENE: Entering Goug Machine City
"Fur, Meat, and Bones Store" (OST Disc 1, Track 20)
Ramza and Mustadio plan to meet that evening in the city slums.
17. PRE-BATTLE SCENE: Slums in Goug
"Anxiety" (OST Disc 1, Track 31)
As Ramza waits for Mustadio, Rudvich appears and brings out Mustadio and Besrodio, who have both been captured. In return for their safety, Rudvich demands the Holy Stone and reveals that Draclau is also in on the plot.
18. BATTLE: Slums in Goug
"Trisection" (OST Disc 1, Track 9)

Your party versus two Summoners, two Archers, and two Thieves, during a thunderstorm.

19. SCENE: "Besrodio rescue"
"Zalbag, The Holy Knight" (OST Disc 1, Track 38)
Ramza and Mustadio release Besrodio from where he was being held, and Mustadio reveals that he made a fake stone just in case.
20. SCENE: "Delita's advice"
"Albus" (OST Disc 1, Track 16)
At the docks in Warjilis Trade City, Delita advises Ramza to keep his nose out of "things like princesses and Holy Stones."
21. SCENE: "Cardinal's anger"
"Count's Anger" (OST Disc 2, Track 12)
Gafgarion and Draclau plot to trap Ramza and Co., and Draclau kills Rudvich for his failures.
22. BATTLE: Bariaus Valley
"Bloody Excrement" (OST Disc 2, Track 5)
Two-squad battle against two Wizards, two Knights, and two Archers, in a thunderstorm. Objective: Save Agrias.
23. PRE-BATTLE SCENE: Golgorand Execution Site
"Cry of Pain 2" (OST Disc 2, Track 16)
You fall into Gafgarion's trap just in time for it to be effective.
24. BATTLE: Golgorand Execution Site
"Antipyretic" (OST Disc 2, Track 3)
Two-squad battle against Gafgarion, two Time Mages, three Knights, and two Archers.
25. SCENE: "Those who use, those who get used"
"Delita's Theme" (OST Disc 1, Track 41)
"Shock!! ~ Failure" (OST Disc 2, Track 14)
In Lionel Castle, Delita, Vormav, and Draclau inform Ovelia that she's not a real princess and is merely being used.
26. PRE-BATTLE SCENE: At the Gate of Lionel Castle
"Cryptic Mood" (OST Disc 1, Track 27)
You walk into yet another one of Gafgarion's traps.
27. BATTLE: At the Gate of Lionel Castle
"Back Fire" (OST Disc 1, Track 42)
Ramza vs. Gafgarion on one side of the gate; your party vs. a Summoner, two Archers, and three Knights on the other. Gafgarion dies for good.
28. PRE-BATTLE SCENE: Inside of Lionel Castle
"Kourin" (OST Disc 2, Track 8)
Draclau explains the power of the Holy Stones and becomes a monster.
29. BATTLE: Inside of Lionel Castle
"The Pervert" (OST Disc 2, Track 19)
Zodiac beast #1: Queklain.
30. SCENE: "The Lion War Outbreak"
"Holy Angel's Theme" (OST Disc 2, Track 4)
"Holy Angel's Theme-DELUXE" (OST Disc 2, Track 15)
At Zeltennia, Delita frames Minister Gelwan for Ovelia's kidnapping. The narrative text at the end of chapter 2 explains that both Goltana and Larg

claimed the regency as their own, leading to the war.

2.4 - Chapter 3 Scenes and Battles

1. SCENE: "T.G. Cid"
"Dycedarg's Theme" (OST Disc 2, Track 2)
Three months after the war begins, Orlandu suggests that peace talks begin, but Goltana refuses to hear of it. In the narrative text, Ramza ponders Delita's words about going against the tide.
2. BATTLE: Goland Coal City
"Antidote" (OST Disc 2, Track 20)
A battle in the snow against a Mediator, two Chemists, and three Thieves.
Objective: Save Olan, who has Galaxy Stop.
3. SCENE: "First meeting with Olan"
"Zalbag, The Holy Knight" (OST Disc 1, Track 38)
After the battle, a conversation with Olan Durai.
4. SCENE: "Reunion with Zalbag"
"Dycedarg's Theme" (OST Disc 2, Track 2)
Zalbag denies that anyone in the Hokuten is manipulating the war for personal interest.
5. PRE-BATTLE SCENE: Meeting with Alma
"Alma's Theme" (OST Disc 1, Track 26)
Ramza tells Alma that he has seen Delita, and she asks about Teta. He explains that someone is manipulating the war, and she asks to come with him to see for herself.
6. BATTLE: Back gate of Lesalia Castle
"Bloody Excrement" (OST Disc 2, Track 5)
The first battle against Zalmo the heresy examiner and his two Monks and three Knights. Alma is a guest.
7. SCENE: "As a 'heretic'"
"Ovelia's Theme Part 1" (OST Disc 1, Track 36)
Alma says she has seen the Virgo stone at Orbonne Monastery, and insists on coming along because Ramza, an accused heretic, would be unable to get in.
8. SCENE: "Confessions of Simon"
"Anxiety" (OST Disc 1, Track 31)
At Orbonne Monastery, Simon has been attacked by those seeking the Holy Stone. He explains Funeral's plans to Ramza, who leaves the stones and Alma with Simon, telling Alma to throw the stones into the sea if he does not return.
9. BATTLE: Underground Book Storage Second Floor
"Remnants" (OST Disc 1, Track 30)
A battle against three Lancers, two Time Mages, and a Chemist.
10. BATTLE: Underground Book Storage Third Floor
"Under The Stars" (OST Disc 2, Track 10)
A fight against the jumping Izlude Tingel and his Archers, Knights, and Summoner. Izlude fails to recognize that the church is corrupt.

11. BATTLE: Underground Book Storage First Floor
"Tension 1" (OST Disc 1, Track 32)
Izlude kidnaps Alma, then Ramza faces the second battle against Wiegraf, and a group of Archers, Knights, and Wizards.
12. SCENE: "Velius"
"Kourin" (OST Disc 2, Track 8)
Wiegraf, near death after his battle with Ramza's party, crawls outside the monastery. His desperation summons the demon Velius from the Aries stone, and he allows the demon to possess him so he can remain alive. Simon brings Ramza the Germonik Scriptures and dies.
13. SCENE: Meeting Malak
"Albus" (OST Disc 1, Track 16)
Walking through Dorter in the rain, Ramza encounters Malak, who orders him to Riovanes Castle and demands to know whether Ramza has read the Germonik Scriptures.
14. SCENE: "Ovelia and Delita"
"Ovelia's Worries" (OST Disc 2, Track 9)
At Zeltennia, Delita attempts to comfort Ovelia in her depression, and she trusts him.
15. BATTLE: Grog Hill
"Back Fire" (OST Disc 1, Track 42)
A battle against a group of Nanten deserters, who believe that by capturing a wanted heretic, they can earn an honorable discharge.
16. SCENE: "Son of T.G. Cid"
"Cry of Pain 2" (OST Disc 2, Track 16)
After the battle, Olan appears and tells Ramza that he knows about the High Priest's plan, and offers Ramza words of encouragement.
17. BATTLE: Yardow Fort City
"Run Past Through The Plain" (OST Disc 1, Track 39)
Ramza's team arrives just in time to see an argument between Malak and Rafa. Rafa asks for their help. A battle against Malak, three Ninja, and two Summoners. Objective: Protect Rafa.
18. SCENE: "Divine Rafa"
"Hero's Theme" (OST Disc 1, Track 14)
"Anxiety" (OST Disc 1, Track 31)
Rafa talks about Duke Barinten and being a Fifty-Year War orphan. A frog with Malak's voice appears, ordering Ramza and Rafa to come to Riovanes in exchange for Alma.
19. BATTLE: Yuguo Woods
"Night Attack" (OST Disc 2, Track 23)
A battle against three ghosts, two undead Wizards, and two undead Time Mages. Rafa is a guest.
20. SCENE: "Ambitions of Prince Barinten"
"Holy Angel's Theme" (OST Disc 2, Track 4)
Barinten asks Vormav and Wiegraf if he can share in the power of the Holy Stones, and reveals that capturing Izlude and Alma has already gotten him two stones. Malak and Wiegraf leave to deal with Ramza; Barinten's knights threaten Vormav, who uses a Holy Stone to transform and kill.
21. BATTLE: At the gate of Riovanes Castle

"Antipyretic" (OST Disc 2, Track 3)
Battle against Malak, three Knights, and three Archers.

22. SCENE: "Escaping Alma"
"Terror 2" (OST Disc 2, Track 24)
From a cell in Riovanes, Alma hears the screams and fighting. A dying Knight enters the cell. He dies after warning her to escape, and she leaves the cell.
23. BATTLE: Inside of Riovanes Castle
"Remnants" (OST Disc 1, Track 30)
The third and final battle against Wiegraf, which Ramza fights alone.
24. BATTLE: Inside of Riovanes Castle
"The Pervert" (OST Disc 2, Track 19)
Zodiac beast #2: Velius.
25. SCENE: "Scars of a tragedy"
"Count's Anger" (OST Disc 2, Track 12)
Alma encounters the dying Izlude, who gives her the Pisces stone. Vormav captures her and the Virgo stone reacts, and he takes her away instead of killing her.
26. PRE-BATTLE SCENE: Roof of Riovanes Castle
"Terror 1" (OST Disc 2, Track 18)
Rafa finds herself unable to kill Barinten, and Malak takes the gunshot meant for his sister. Celia, Lede, and Elmdor arrive, kill Barinten, and attempt to take the Holy Stone.
27. BATTLE: Roof of Riovanes Castle
"Battle On The Bridge" (OST Disc 2, Track 11)
Battle against Celia, Lede, and Elmdor; you need to take only one of them to critical. Objective: Protect Rafa.
28. SCENE: "The other power"
"Requiem" (OST Disc 2, Track 17)
Rafa mourns her dead brother, but her grief summons the power of the Holy Stone, which resurrects Malak.
29. SCENE: "The lying heart"
"Requiem" (OST Disc 2, Track 17)
Ramza sees Izlude's body and takes the Pisces stone. In the chapter 3 narrative text, Malak relates his near-death experience, and he and Rafa and Ramza discuss the purpose and origins of the Holy Stones.

2.5 - Chapter 4 Scenes and Battles

1. SCENE: "Those Who Squirm in Darkness"
"Hero's Theme" (OST Disc 1, Track 14)
Ramza, Rafa, and Malak try to figure out where Alma has been taken and determine that even the High Priest is being used. Ramza decides to visit Delita in Zeltennia.
2. SCENE: "A Man With the Holy Stone"
"Thunder God Cid" (OST Disc 2, Track 21)
Olan reports to Orlandu about the Holy Stones, and Orlandu reveals that he

is carrying Libra.

3. BATTLE: Doguola Pass
"Run Past Through The Plain" (OST Disc 1, Track 39)
Battle on a steep hill against a Knight, an Archer, two Wizards, and two Lancers.
4. PRE-BATTLE SCENE: Meeting Meliadoul
"Commander In Training" (OST Disc 1, Track 10)
Meliadoul Tingel accuses Ramza of killing her brother Izlude.
5. BATTLE: Bervenian Free City
"Apoplexy Part 2" (OST Disc 1, Track 37)
Battle against Meliadoul and her generic Ninja, Summoners, and Archers, who start on the high ground.
6. BATTLE: Finath River
"Remnants" (OST Disc 1, Track 30)
Battle in a river against six chocobos, or five chocobos and a Uribo.
7. SCENE: "Delita's thoughts"
"Altima's Theme (slow)" (not on the OST; "Deep Dungeon" in PSF archive)
"Enemy Attack" (OST Disc 1, Track 8)
Ramza asks Delita what his role in the High Priest's plot is. Delita says that Larg and Goltana will be killed. Delita also says that he would give his life for Ovelia. They are interrupted by Zalmo, outside the church.
8. PRE-BATTLE SCENE: Church Outside of Town
"Enemy Attack" (OST Disc 1, Track 8)
Zalmo continues to pursue Ramza, and says that Delita is guilty by association and disrupting the natural order of things.
9. BATTLE: Church Outside of Town
"Trisection" (OST Disc 1, Track 9)
The second battle against Zalmo the heresy examiner and his two Oracles and three Knights. Delita is a guest.
10. SCENE: "Unstoppable Cog"
"Zalbag, The Holy Knight" (OST Disc 1, Track 38)
Ramza tells Delita that he wants to talk to Cid. Balmafula arrives and tells Delita that both armies are converging on Bethla Garrison. She expresses disdain for Delita's attitudes and behavior.
11. BATTLE: Bed Desert
"Espionage" (OST Disc 2, Track 7)
The first battle against Balk, with his Archers, Knights, and Wizards. Balk has spread poison to make the armies too sick to fight, and your party starts the battle poisoned.
12. SCENE: "Seized T.G. Cid"
"Cryptic Mood" (OST Disc 1, Track 27)
Orlandu is accused of conspiracy against Goltana and imprisoned. Goltana gives command of the Nanten to Delita and says that he trusts him.
13. BATTLE: Wall of Bethla Garrison
"In Pursuit" (OST Disc 2, Track 13)
You choose to attack either the North or South Wall of Bethla Garrison, and the same music plays at both walls.
14. SCENE: "Assassination of Prince Larg!"

"Dycedarg's Theme" (OST Disc 2, Track 2)

The Hokuten soldiers fall to the poison, and Zalbag witnesses Dycedarg killing Larg and begins to realize the extent of his brother's treachery.

15. BATTLE: In front of Bethla Garrison's Sluice

"Antipyretic" (OST Disc 2, Track 3)

Battle against two Archers, two Wizards, and four Knights. Objective: Ramza must open both switches on top of the floodgate.

16. SCENE: "Rescue of Cid"

"Thunder God Cid" (OST Disc 2, Track 21)

Ramza, Olan, and Balmafula release Cid, who recognizes Ramza as Balbanes' son. Before joining the party, he orders Olan to protect Ovelia.

17. SCENE: "Prince Goltana's final moments"

"Cry of Pain 2" (OST Disc 2, Track 16)

Delita murders Goltana and a man posing as Cid, in order to let Cid and Ramza escape. Ramza sets off for Limberry to find Alma.

18. SCENE: Zarghidas Trade City

"Holy Angel's Theme" (OST Disc 2, Track 4)

The choice to buy a flower from a girl who looks suspiciously like Aeris.

19. BATTLE: Germinas Peak

"Unavoidable Battle" (OST Disc 1, Track 12)

Battle against a group of Thieves, Archers, and a Ninja, who start with a height advantage and hope to kill Ramza to collect a bounty.

20. BATTLE: Poeskas Lake

"Night Attack" (OST Disc 2, Track 23)

Battle against two ghosts, two undead Archers, an undead Oracle, and an undead Summoner, who wish to use the Holy Stones to move to a higher plane of existence.

21. SCENE: "Ambitions of Dycedarg"

"Dycedarg's Theme" (OST Disc 2, Track 2)

Rofel tries to gain Dycedarg as an ally, blackmails him with an accusation of poisoning Balbanes, and gives him the Capricorn stone. Zalbag overhears everything.

22. PRE-BATTLE SCENE: At the gate of Limberry Castle

"Invasion" (OST Disc 1, Track 40)

Ramza is lured into the courtyard of Limberry and ambushed by the assassins Celia and Lede.

23. BATTLE: At the gate of Limberry Castle (Celia and Lede)

"Back Fire" (OST Disc 1, Track 42)

Battle against Celia, Lede, and four Apandas, but you only need to put one assassin into critical.

24. SCENE: "Men of odd appearance"

"Count's Anger" (OST Disc 2, Track 12)

Vormav and Elmdor discuss finding suitable bodies for the remaining demons. Celia and Lede teleport in and report that Ramza has arrived.

25. BATTLE: Inside of Limberry Castle

"Remnants" (OST Disc 1, Track 30)

Battle against Elmdor (with Blade Grasp) and Celia and Lede (who turn into Ultima Demons if defeated).

26. PRE-BATTLE SCENE: Underground Cemetery of Limberry Castle
"Terror 1" (OST Disc 2, Track 18)
Elmdor uses the Holy Stone to transform into Zalera. Meliadoul arrives and realizes Ramza was telling the truth.
27. BATTLE: Underground Cemetery of Limberry Castle
"The Pervert" (OST Disc 2, Track 19)
Zodiac beast #3: Zalera. Also three Skeletons and two undead Knights.
Meliadoul is a guest.
28. SCENE: "The mystery of Lucavi"
"Altima's Theme (slow)" (not on the OST; "Deep Dungeon" in PSF archive)
After the battle, Meliadoul shows Ramza her own Holy Stone, and he explains the plot to use them. Then she joins the party.
29. SCENE: "Delita's betrayal"
"Ovelia's Worries" (OST Disc 2, Track 9)
At Zeltennia Castle, Ovelia tries to protect Olan from Delita and accuses Delita of using her. He sends her away, and she eavesdrops by the door as Delita shows his true ambitions. Balmafula is ready to assassinate Delita, but finds herself unable to do so. Presumably, Delita cuts her tongue out.
30. SCENE: "Mosfungus"
"Hero's Theme" (OST Disc 1, Track 14)
Zalbag goes to his father's grave with a Chemist, who confirms that Balbanes died of mosfungus poisoning.
31. SCENE: Entering Igros
"Cryptic Mood" (OST Disc 1, Track 27)
Ramza arrives at Igros, sees his brother Zalbag's chocobo, and realizes that Zalbag must have seen the truth about Dycedarg's ambition.
32. BATTLE: Inside of Igros Castle (Dycedarg)
"Battle On The Bridge" (OST Disc 2, Track 11)
Battle against Dycedarg and five Knights, with Zalbag as a guest. When Dycedarg is defeated, he transforms into a zodiac beast and sends Zalbag to the underworld.
33. BATTLE: Inside of Igros Castle
"The Pervert" (OST Disc 2, Track 19)
Zodiac beast #4: Adramelk.
34. SCENE: "Funeral's final moments"
"Terror 2" (OST Disc 2, Track 24)
Vormav stabs Funeral, who reveals the location of the entrance to Murond Death City. Vormav realizes they will need to get the Scriptures from Ramza, and Rofel stabs Funeral again.
35. PRE-BATTLE SCENE: St. Murond Temple
"Commander In Training" (OST Disc 1, Track 10)
Ramza arrives at the temple but, as a heretic, is prevented from entering.
36. BATTLE: St. Murond Temple
"Apoplexy Part 2" (OST Disc 1, Track 37)
Two-squad battle against two Geomancers, two Mediators, a Priest, and a Summoner.
37. PRE-BATTLE SCENE: Hall of St. Murond Temple
"Cry of Pain 2" (OST Disc 2, Track 16)
Vormav tricks Ramza into handing over the Germonik Scriptures. Ramza is

surprised and indignant at being tricked by the enemy yet again.

38. BATTLE: Hall of St. Murond Temple
"Bloody Excrement" (OST Disc 2, Track 5)
Battle against Vormav, Rofel, and Kletian, but you need to defeat only one of them.
39. PRE-BATTLE SCENE: Chapel of St. Murond Temple
"Altima's Theme (slow)" (not on the OST; "Deep Dungeon" in PSF archive)
Vormav summons three demons and the zombified Zalbag.
40. BATTLE: Chapel of St. Murond Temple
"Antipyretic" (OST Disc 2, Track 3)
Battle against a zombie version of Zalbag, two Archaic Demons, and an Ultima Demon.
41. SCENE: "Requiem"
"Thunder God Cid (slow)" (not on the OST; "Music 98" in PSF archive)
High Priest Funeral is dying, but is able to tell Ramza that the Shrine Knights have taken Alma to Orbonne Monastery.
42. BATTLE: Underground Book Storage Fourth Floor
"Remnants" (OST Disc 1, Track 30)
As Rofel heads down the library, Ramza's party fights the guards: an Archer, two Monks, and three Knights.
43. BATTLE: Underground Book Storage Fifth Floor
"Trisection" (OST Disc 1, Track 9)
Battle against Rofel and a group of Wizards, Summoners, and Time Mages.
44. SCENE: Entering Murond Death City
"Holy Angel's Theme" (OST Disc 2, Track 4)
As Rofel dies, he unseals the entrance to Murond Death City but warns you that there is no way out.
45. BATTLE: Murond Death City
"Bloody Excrement" (OST Disc 2, Track 5)
Battle against Kletian and a group of Time Mages, Ninja, and Samurai.
46. BATTLE: Lost Sacred Precincts
"Espionage" (OST Disc 2, Track 7)
The second and last battle against Balk, with a Chemist, a Behemoth, and three Hydra-type monsters.
47. PRE-BATTLE SCENE: Graveyard of Airships - Vormav and Alma
"Altima's Theme (slow)" (not on the OST; "Deep Dungeon" in PSF archive)
Vormav tries to make the Virgo stone work, but is interrupted by Ramza's team. Vormav suggests that more bloodshed is needed to resurrect Ajora, and uses a Holy Stone to transform into Hashmalum.
48. BATTLE: Graveyard of Airships
"The Pervert" (OST Disc 2, Track 19)
Zodiac beast #5: Hashmalum. Alma wakes up, Hashmalum kills himself, and Alma turns into St. Ajora.
49. PRE-BATTLE SCENE: Revival of St. Ajora
"Holy Angel's Theme-DELUXE" (OST Disc 2, Track 15)
Alma's body splits from Ajora, who summons four Ultima Demons and transforms into Altima.

50. BATTLE: Graveyard of Airships
"Ultima The Nice Body" (OST Disc 2, Track 25)
Altima's first form: Holy Angel Altima.
51. BATTLE: Graveyard of Airships
"Ultima the Perfect Body!" (OST Disc 2, Track 26)
Altima's second form: Arch Angel Altima.
52. OTHER: This Game is Complete (endgame fanfare)
"Fanfare" (OST Disc 2, Track 27)

2.6 - Sidequest Scenes and Battles

1. SCENE: "Steel Ball found!"
"Treasure" (OST Disc 2, Track 22)
At Mustadio's home in Goug, his father has unearthed a steel ball that reacts to the Holy Stones and bears an Aquarius sign.
2. SCENE: At the bar in Lesalia (meeting Beowulf)
"Albus" (OST Disc 1, Track 16)
Ramza overhears some customers talking about a monster in the mines.
Ramza expresses interest and a knight named Beowulf asks to come along.
3. BATTLE: Colliery Underground Third Floor
"Antidote" (OST Disc 2, Track 20)
A snowfield battle against a group of Chemists. Beowulf is a guest.
4. BATTLE: Colliery Underground Second Floor
"Under The Stars" (OST Disc 2, Track 10)
A snowfield battle against monsters and humans. Beowulf is a guest.
5. BATTLE: Colliery Underground First Floor
"Antidote" (OST Disc 2, Track 20)
Another snowfield battle against monsters and humans. Beowulf is a guest.
6. BATTLE: Underground Passage in Goland
"Espionage" (OST Disc 2, Track 7)
A battle against Plagues, Morbols, and an Archaic Demon. Beowulf and Holy Dragon Reis are guests. Objective: Save Reis.
7. SCENE: Reis saved
"Zalbag, The Holy Knight" (OST Disc 1, Track 38)
Beowulf thanks Ramza and gives him a Holy Stone, and he and the dragon join the party.
8. SCENE: "The Steel Giant starts!" (Besrodio #2)
"Treasure" (OST Disc 2, Track 22)
Back at Mustadio's home in Goug, the new stone is inserted into the steel ball, which comes alive and turns into a robot - Worker 8, who joins the party. Commence with the game's only comic relief scene.
9. SCENE: "Celestial Globe found?!" (Besrodio #3)
"Treasure" (OST Disc 2, Track 22)
Mustadio's father finds a "heavenly globe" which, like the steel ball, reacts to the Holy Stones and bears a zodiac sign.

10. PRE-BATTLE SCENE: Nelveska Temple
"Commander In Training" (OST Disc 1, Track 10)
A robot much like Worker 8 comes out of the temple and goes into defensive mode, preparing to attack Ramza's party.
11. BATTLE: Nelveska Temple
"Apoplexy Part 2" (OST Disc 1, Track 37)
A battle against Worker 7*New, two Tiamats, and three Cocatorises.
12. SCENE: "Reis's curse"
"Albus" (OST Disc 1, Track 16)
Beowulf uses a stone to turn the Holy Dragon into a human woman, his girlfriend Reis, who joins the party in place of her Holy Dragon form.
13. SCENE: "Summon Cloud!" (Besrodio #4)
"Treasure" (OST Disc 2, Track 22)
Back in Goug, a stone is placed in the "Celestial Globe." Cloud Strife appears from the machine, then runs away.
14. PRE-BATTLE SCENE: Zarghidas Trade City
"Holy Angel's Theme" (OST Disc 2, Track 4)
Cloud walks through Zarghidas and feels compelled to defend a girl who looks like Aeris.
15. BATTLE: Zarghidas Trade City
"Espionage" (OST Disc 2, Track 7)
A battle against the group of thieves. Objective: Protect Cloud, who joins the party afterwards.
16. SCENE: Bar in Warjilis
"Pub" (OST Disc 1, Track 23)
Ramza overhears the bar patrons talking about propositions and a nearby cave, the Deep Dungeon.
17. BATTLE: Deep Dungeon
"Espionage (alternate)" (not on the OST; "NOGIAS" in PSF archive)
The battle theme for odd-numbered floors of the Deep Dungeon.
18. BATTLE: Deep Dungeon
"Espionage" (OST Disc 2, Track 7)
The battle theme for even-numbered floors of the Deep Dungeon.
19. PRE-BATTLE SCENE: Before Elidibs
"Kourin" (OST Disc 2, Track 8)
The magician Elidibs is disturbed by the party's presence and uses the Serpentarius stone to transform into a zodiac beast.
20. BATTLE: Deep Dungeon END
"The Pervert" (OST Disc 2, Track 19)
Optional zodiac beast: Elidibs.

2.7 - Ending Scenes

1. SCENE: Alma's funeral
"Pray" (OST Disc 1, Track 7)
The end of Alma Beoulve's funeral, after which Olan talks to Balmafula and

may or may not see Ramza and Alma on chocobos.

2. VIDEO: Ending FMV
"Epilogue Movie" (OST Disc 2, Track 28)
Alazlam's closing thoughts; Ramza and Alma riding chocobos through fields.
 3. VIDEO: Credits
"Staff Credits" (OST Disc 2, Track 29)
 4. SCENE: Epilogue - Ruins of Zeltennia Castle's church
"Ovelia's Theme (music-box)" (not on the OST; "Epilogue" in PSF archive)
Delita brings Ovelia flowers; the two may or may not fatally stab each other. "Ramza... what did you get? I..."
-

2.8 - Random Battles and Other Music

1. BATTLE: Random battle music #1
"A Chapel" (OST Disc 1, Track 15)
2. BATTLE: Random battle music #2
"Desert Land" (OST Disc 1, Track 25)
3. BATTLE: Random battle music #3
"Random Waltz" (OST Disc 1, Track 35)
4. BATTLE: Random battle music #4
"Apoplexy Part 1" (OST Disc 1, Track 37)
5. OTHER: World Map
"World Map" (OST Disc 1, Track 17)
6. OTHER: Save Screen
"Data Screen" (OST Disc 1, Track 24)
7. OTHER: Formation Screen
"Team Making" (OST Disc 1, Track 21)
8. OTHER: Brave Story Menu
"Brave Story" (OST Disc 1, Track 22)
9. OTHER: Bars
"Pub" (OST Disc 1, Track 23)
10. OTHER: Shops
"Shop" (OST Disc 1, Track 18)
11. OTHER: Master Daravon's tutorial
"Tutorial" (OST Disc 1, Track 34)
12. OTHER: Fur Shop
"Fur, Meat, and Bones Store" (OST Disc 1, Track 20)
13. OTHER: Soldier Office
"Warrior's Hideout" (OST Disc 1, Track 19)
14. OTHER: Pre-Battle Formation

"Attack Team" (OST Disc 1, Track 11)

15. OTHER: This Battle Is Complete (regular fanfare)

"Mission Complete" (OST Disc 1, Track 13)

16. OTHER: Germonik Scriptures

"Hero's Theme" (OST Disc 1, Track 14)

17. OTHER: Game Over

"Game Over" (OST Disc 1, Track 33)

3.1 - Disc 1

1. "Bland Logo ~ Title Back" - Hitoshi Sakimoto

VIDEO: The Zodiac Brave Story

2. "Backborn Story" - Masaharu Iwata

VIDEO: Lion War Movie

3. "P.R. Movie" - Hitoshi Sakimoto

VIDEO: Promo Movie

4. "Character Introductions" - Masaharu Iwata

VIDEO: Job Class Overview Movie

5. "Character Making" - Masaharu Iwata

OTHER: New Game

6. "Prologue Movie" - Hitoshi Sakimoto

VIDEO: Opening FMV

7. "Pray" - Hitoshi Sakimoto

SCENE: "Prayer of Queen Ovelia"

SCENE: Alma's funeral

8. "Enemy Attack" - Hitoshi Sakimoto

SCENE: "Prayer of Queen Ovelia"

SCENE: "Delita's thoughts"

PRE-BATTLE SCENE: Church Outside of Town

9. "Trisection" - Hitoshi Sakimoto

BATTLE: Outside Orbonne Monastery

BATTLE: Fort Zeakden

BATTLE: Slums in Goug

BATTLE: Church Outside of Town

BATTLE: Underground Book Storage Fifth Floor

10. "Commander In Training" - Hitoshi Sakimoto

SCENE: "Cadets"

SCENE: Entering Lionel

PRE-BATTLE SCENE: Meeting Meliadoul

PRE-BATTLE SCENE: St. Murond Temple

PRE-BATTLE SCENE: Nelveska Temple

11. "Attack Team" - Masaharu Iwata

OTHER: Pre-Battle Formation

12. "Unavoidable Battle" - Masaharu Iwata
BATTLE: Bariaus Hill
BATTLE: Germinas Peak
13. "Mission Complete" - Hitoshi Sakimoto
OTHER: This Battle Is Complete (regular fanfare)
14. "Hero's Theme" - Hitoshi Sakimoto
SCENE: "Death of father Balbanes"
SCENE: "Divine Rafa"
SCENE: "Those Who Squirm in Darkness"
SCENE: "Mosfungus"
OTHER: Germonik Scriptures
15. "A Chapel" - Hitoshi Sakimoto
BATTLE: Random battle music #1
16. "Albus" - Masaharu Iwata
SCENE: "First meeting with Albus"
SCENE: "Delita's advice"
SCENE: Meeting Malak
SCENE: At the bar in Lesalia
SCENE: "Reis's curse"
17. "World Map" - Masaharu Iwata
OTHER: World Map
18. "Shop" - Masaharu Iwata
OTHER: Shops
19. "Warrior's Hideout" - Hitoshi Sakimoto
OTHER: Soldier Office
20. "Fur, Meat, and Bones Store" - Masaharu Iwata
SCENE: Entering Goug Machine City
OTHER: Fur Shop
21. "Team Making" - Hitoshi Sakimoto
OTHER: Formation Screen
22. "Brave Story" - Hitoshi Sakimoto
OTHER: Brave Story Menu
23. "Pub" - Masaharu Iwata
SCENE: Bar in Warjilis
OTHER: Bars
24. "Data Screen" - Hitoshi Sakimoto
OTHER: Save Screen
25. "Desert Land" - Hitoshi Sakimoto
BATTLE: Random battle music #2
26. "Alma's Theme" - Hitoshi Sakimoto
SCENE: "At Igros Castle"
PRE-BATTLE SCENE: Meeting with Alma
27. "Cryptic Mood" - Masaharu Iwata

PRE-BATTLE SCENE: At the Gate of Lionel Castle

SCENE: "Seized T.G. Cid"

SCENE: Entering Igros

28. "Decisive Battle" - Masaharu Iwata
BATTLE: Slums in Dorter
29. "Cry Of Pain 1" - Hitoshi Sakimoto
SCENE: "One rock and a small ripple"
30. "Remnants" - Hitoshi Sakimoto
BATTLE: Thieves' Fort
BATTLE: Underground Book Storage Second Floor
BATTLE: Inside of Riovanes Castle
BATTLE: Finath River
BATTLE: Inside of Limberry Castle
BATTLE: Underground Book Storage Fourth Floor
31. "Anxiety" - Masaharu Iwata
SCENE: "Rescue of Marquis Elmdor"
PRE-BATTLE SCENE: Dorter Trade City
PRE-BATTLE SCENE: Slums in Goug
SCENE: "Confessions of Simon"
SCENE: "Divine Rafa"
32. "Tension 1" - Hitoshi Sakimoto
SCENE: "Attack by the Death Corps!"
BATTLE: Zaland Fort City
SCENE: "Those who seek the Holy Stone"
BATTLE: Underground Book Storage First Floor
33. "Game Over" - Hitoshi Sakimoto
OTHER: Game Over
34. "Tutorial" - Masaharu Iwata
OTHER: Master Daravon's tutorial
35. "Random Waltz" - Hitoshi Sakimoto
BATTLE: Random battle music #3
36. "Ovelia's Theme" - Hitoshi Sakimoto
SCENE: "Worries of Ovelia" (Part 2 of "Ovelia's Theme")
SCENE: "As a 'heretic'" (Part 1 of "Ovelia's Theme")
37. "Apoplexy" - Hitoshi Sakimoto
BATTLE: Araguay Woods (Part 1 of "Apoplexy")
BATTLE: Bervenja Free City (Part 2 of "Apoplexy")
BATTLE: St. Murond Temple (Part 2 of "Apoplexy")
BATTLE: Nelveska Temple (Part 2 of "Apoplexy")
BATTLE: Random battle music #4 (Part 1 of "Apoplexy")
38. "Zalbag, The Holy Knight" - Hitoshi Sakimoto
SCENE: "Reunion with Dycedarg"
SCENE: "Reunion with Delita"
SCENE: "Besrodio rescue"
SCENE: "First meeting with Olan"
SCENE: "Unstoppable Cog"
SCENE: Reis saved
39. "Run Past Through The Plain" - Masaharu Iwata

BATTLE: Sweegy Woods
BATTLE: Dorter Trade City
BATTLE: Yardow Fort City
BATTLE: Doguola Pass

40. "Invasion" - Hitoshi Sakimoto
SCENE: "After Gustav!"
SCENE: "Machinist"
PRE-BATTLE SCENE: At the gate of Limberry Castle
41. "Delita's Theme" - Hitoshi Sakimoto
SCENE: "Delita's Anger"
SCENE: Inside the windmill
SCENE: "Those who use, those who get used"
42. "Back Fire" - Masaharu Iwata
BATTLE: Gariland Magic City
BATTLE: At the Gate of Lionel Castle
BATTLE: Grog Hill
BATTLE: At the gate of Limberry Castle

3.2 - Disc 2

1. "Memories" - Hitoshi Sakimoto
SCENE: "Reed pipe"
2. "Dycedarg's Theme" - Hitoshi Sakimoto
SCENE: "Master of Gallione"
SCENE: "Delita's Anger"
SCENE: "Dycedarg's Plans"
SCENE: "T.G. Cid"
SCENE: "Reunion with Zalbag"
SCENE: "Assassination of Prince Larg!"
SCENE: "Ambitions of Dycedarg"
3. "Antipyretic" - Hitoshi Sakimoto
BATTLE: Windmill Shed
BATTLE: Golgorand Execution Site
BATTLE: At the gate of Riovanes Castle
BATTLE: In front of Bethla Garrison's Sluice
BATTLE: Chapel of St. Murond Temple
4. "Holy Angel's Theme" - Hitoshi Sakimoto
SCENE: "Cardinal Draclau and the Holy Stone"
SCENE: "The Lion War Outbreak"
SCENE: "Ambitions of Prince Barinten"
SCENE: Zarghidas Trade City
SCENE: Entering Murond Death City
PRE-BATTLE SCENE: Zarghidas Trade City
5. "Bloody Excrement" - Hitoshi Sakimoto
BATTLE: Mandalia Plains
PRE-BATTLE SCENE: Fort Zeakden
BATTLE: Bariaus Valley
BATTLE: Back gate of Lesalia Castle
BATTLE: Hall of St. Murond Temple

BATTLE: Murond Death City

6. "And I Ran Away" - Hitoshi Sakimoto
SCENE: "And I escaped..."

7. "Espionage" - Hitoshi Sakimoto
BATTLE: Bed Desert
BATTLE: Lost Sacred Precincts
BATTLE: Underground Passage in Goland
BATTLE: Zarghidas Trade City
BATTLE: Deep Dungeon (even-numbered floors)

8. "Kourin" - Masaharu Iwata
PRE-BATTLE SCENE: Inside of Lionel
SCENE: "Velius"
PRE-BATTLE SCENE: Before Elidibs

9. "Ovelia's Worries" - Hitoshi Sakimoto
SCENE: "Ovelia and Delita"
SCENE: "Delita's betrayal"

10. "Under The Stars" - Masaharu Iwata
BATTLE: Underground Book Storage Third Floor
BATTLE: Colliery Underground Second Floor

11. "Battle On The Bridge" - Hitoshi Sakimoto
BATTLE: Zirekile Falls
BATTLE: Roof of Riovanes Castle
BATTLE: Inside of Igros Castle

12. "Count's Anger" - Masaharu Iwata
PRE-BATTLE SCENE: First sight of Wiegraf
SCENE: "Cardinal's anger"
SCENE: "Scars of a tragedy"
SCENE: "Men of odd appearance"

13. "In Pursuit" - Hitoshi Sakimoto
BATTLE: Lenalia Plateau
BATTLE: Wall of Bethla Garrison

14. "Shock!! ~ Failure" - Hitoshi Sakimoto
SCENE: "Those who use, those who get used"

15. "Holy Angel's Theme-DELUXE" - Hitoshi Sakimoto
SCENE: "The Lion War Outbreak"
PRE-BATTLE SCENE: Revival of St. Ajora

16. "Cry Of Pain 2" - Hitoshi Sakimoto
PRE-BATTLE SCENE: Golgorand Execution Site
SCENE: "Son of T.G. Cid"
SCENE: "Prince Goltana's final moments"
PRE-BATTLE SCENE: Hall of St. Murond Temple

17. "Requiem" - Hitoshi Sakimoto
SCENE: "The other power"
SCENE: "The lying heart"

18. "Terror 1" - Masaharu Iwata
PRE-BATTLE SCENE: Roof of Riovanes Castle
PRE-BATTLE SCENE: Underground Cemetery of Limberry Castle

19. "The Pervert" - Masaharu Iwata
BATTLE: Inside of Lionel Castle
BATTLE: Inside of Riovanes Castle
BATTLE: Underground Cemetery of Limberry Castle
BATTLE: Inside of Igros Castle
BATTLE: Graveyard of Airships (Hashmalum)
BATTLE: Deep Dungeon END
20. "Antidote" - Hitoshi Sakimoto
BATTLE: Goland Coal City
BATTLE: Colliery Underground Third Floor
BATTLE: Colliery Underground First Floor
21. "Thunder God Cid" - Hitoshi Sakimoto
SCENE: "A Man With the Holy Stone"
SCENE: "Rescue of Cid"
22. "Treasure" - Hitoshi Sakimoto
SCENE: "Steel Ball found!"
SCENE: "The Steel Giant starts!"
SCENE: "Celestial Globe found?!"
SCENE: "Summon Cloud!"
23. "Night Attack" - Masaharu Iwata
BATTLE: Cellar of Sand Mouse
BATTLE: Zigolis Swamp
BATTLE: Yuguo Woods
BATTLE: Poeskas Lake
24. "Terror 2" - Masaharu Iwata
SCENE: "Escaping Alma"
SCENE: "Funeral's final moments"
25. "Ultima The Nice Body" - Hitoshi Sakimoto
BATTLE: Graveyard of Airships (Altima 1)
26. "Ultima The Perfect Body!" - Masaharu Iwata
BATTLE: Graveyard of Airships (Altima 2)
27. "Fanfare" - Masaharu Iwata
OTHER: This Game is Complete
28. "Epilogue Movie" - Hitoshi Sakimoto
VIDEO: Ending FMV
29. "Staff Credit" - Hitoshi Sakimoto
VIDEO: Credits

3.3 - Non-OST Music

--- "Thunder God Cid (slow)" ("Music 98" in the PSF archive)
SCENE: "Requiem"

--- "Altima's Theme (slow)" ("Deep Dungeon" in the PSF archive)
SCENE: "Delita's thoughts"

SCENE: "The mystery of Lucavi"

PRE-BATTLE SCENE: Chapel of St. Murond Temple

PRE-BATTLE SCENE: Graveyard of Airships - Vormav and Alma

--- "Ovelia's Theme (music box)" ("Epilogue" in the PSF archive)

SCENE: Epilogue - Ruins of Zeltennia Castle's church

--- "Espionage (alternate)" ("NOGIAS" in the PSF archive)

BATTLE: Deep Dungeon (odd-numbered floors)

SECTION 4 - MISCELLANEOUS

4.1 - Disclaimer

We do not condone music piracy, and we are not affiliated with Squaresoft, Square Enix, the FF Tactics team, or any publishers of guides or walkthroughs, and we do not claim their work as our own, nor are we profiting from this guide, monetarily or otherwise. This guide was written out of love for the game and desire to help other players.

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If you have questions, please reread the guide and make sure your question has not already been answered. If it isn't there, or if it lies outside the scope of the Final Fantasy Tactics soundtrack, check with other FAQs, and if that doesn't help, direct your question to the Final Fantasy Tactics message board on GameFAQs, located at:

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=2000051>

4.2 - Acknowledgements

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4.3 - Links

* GameFAQs

<http://www.gamefaqs.com>

FAQs, walkthroughs, reviews, and message boards for games on any console you can think of, going back to the late '70s. Check the FAQs before turning to the message boards for help.

* Music Fantasy Tactics

<http://exdeath.jp/mft/files/index.htm>

A collection of music remixes from FFT and FFTA.

* PSF Central

<http://www.neillcorlett.com/psf/>

This page contains information on the Winamp plugin "Highly Experimental," which allows you to play files in the Portable Sound Format (PSF), useful for listening to songs that don't appear on the actual soundtrack.

* Final Fantasy Tactics Investigative Project

<http://www.fftactics.org>

An attempt to decode and interpret all the data on the FFT CD.

* Zodiac Brave Story Sound Novels

<http://www.geocities.com/tuffydabubba>

DaBubba has translated three of the four "sound novel" mini-games from the Japanese version of FFT, which weren't included in the English version due to time and financial constraints. Like the originals, DaBubba's translations are interactive stories in the "choose your own adventure" style, and he's even included the pictures and music that accompanied them.

* Aerostar's Battle Mechanics Guide

<http://www.fftactics.net/fftmech>

More than you might ever have wanted to know about the inner workings of FFT, a must-read for all serious FFT fans.

* Final Fantasy Tactics at the FF Compendium

<http://www.ffcompendium.com/low/ffthub.shtml>

Contains a detailed spoilery timeline, family and organization charts, and other good information.
