

VIDEO GAME MUSIC ANALYSIS  
- **For Educational Use Only** -

**Prologue**  
*from Final Fantasy IV*

Composed by Nobuo Uematsu  
Transcription/Analysis by Seventh Sam  
[www.seventhsam.com](http://www.seventhsam.com)

**Intro** ♩ = 63

16th triplets characteristic of ceremonial, fanfare-style music

sus4 (Bb) resolves to A next measure

chordal 7th

Interesting chord choice. Could be thought of as:  
 bII of the dominant key (F), OR  
 bVI derived from Mixolydian b6 mode

F#sus4 here doesn't actually resolve. Rather, it creates a powerful, quartal sound.

F<sup>sus4</sup>

G<sup>b</sup>maj<sup>7</sup>

F<sup>7</sup><sub>sus4</sub>

F<sup>7</sup>

**Key of Bb:**

V

bVI

V<sup>7</sup>

**Key of F:**

bII

I

*NOTE: Not to be confused with "Prelude", which is the harp arpeggio one.*

*ALSO NOTE: I hid the percussion staves because the drum and cymbal are only used for rhythmic punctuation in this track. The meat of the study is in the harmony.*

This melody might as well be the "theme song" for the entire Final Fantasy series. It's been with the franchise throughout its life span and beautifully captures the essence of what Final Fantasy is about.

CRPGs at the time were much more concerned with emulating tabletop games and providing branching, proto-sandboxes. Their music followed suit: impersonal, ambient, generalized. Not so with Uematsu's music for Final Fantasy. His music - and this track in particular - set the tone for what JRPGs would become: emotionally gripping, character-focused epics that felt like you were center-stage in a long-running novel, movie, or TV series.

So why this iteration? Because, starting with FF4, Uematsu was finally able to break out of the 8-bit shackles that had previously constrained his output and start adding heft (16-bit as it was) to his music. Case in point: a four-part harmonization of the melody realized by a "string" orchestra. I can only imagine Uematsu's glee as he heard something other than a square or triangle wave sound out his compositions.

For my part, this track is a fantastic case study in four-part harmony utilized in a practical fashion well outside of the common-practice time period.



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m7 leap upward sticks out amongst a crowd of stepwise motion, creates an inflection point in the melody

dominant to tonic leap makes tonality inherent in melody right off the bat

rhythmic motif

this motif altered and re-used next page

rhythmic motif

scalar run helps smooth transition to B section

rhythmic motif, augmented (double duration)

rhythmic motif

Vlins. I

Vlins. II

Vlas.

Vcs.

Cbs.

Same As last page

deceptive into plagal

Observations about melody:

- Melody works so well because of internal contrast (see above). Tension/release isn't just for harmony.
- Melody is sequenced up a diatonic step in second two measures. Cheating? Nope - if Mozart can do it, so can Uematsu.
- Aforementioned sequencing is primary reason C minor is the temporary tonal center of second two measures.
- Reusal of motifs helps create memorability and coherence. Hearing the familiar rhythm within the tapestry of sound helps the listener enjoy the music. Perhaps there could've been more? Possibly, but this \*was\* added to the melody after the fact...

