

# Chocobo Racing Music FAQ

by A.E. Rosario

Updated to v1.5 on Nov 25, 2002

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CHOCOBO RACING: THE MUSIC FAQ Version 1.5  
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A link to my site about my background on video games and anime:  
<http://renzokuken05.tripod.com/toneman/>

## Details Of The Update

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Due to a e-mail message from a random fan scavenging the search engine for Chocobo Racing screen shots and bumping into my FAQ, I now got info for not 27, but all 30 tracks, which is taken off the Japanese Chocobo Racing Soundtrack CD.  
And I also added a bit about myself.

If you want to use this FAQ you have to get through me first.

## ABOUT THE FAQ'S CREATOR

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Age:20  
Birthdate: May 25, 1982  
Sigh Gemini  
Likes: Video Games, Japanese animation/anime, drawing, music

Dislikes: The place I work at (don't ask), department store  
loudspeaker music, Cartoon Network Toonami, little children that talk about anime  
but have no better anime to talk about other than Dragon Ball Z, Sailor Moon, Cardcaptors, I  
stick with my own age and a little bit under.

## Favorite Video Game Genres:

Role Playing, Fighting, Shooters, the old school 2-D side scrolling action platformers (Metal Slug is keepin' it alive baby! 2-D NEVER DEAD! HAHA)

Favorite Game Systems Out of all the 20 I Own: NES, SNES, Sega Saturn, Neo Geo, Sega Dreamcast,  
Game Boy Advance, Playstation 2, and Gamecube.

## Favorite Role Playing Games:

Final Fantasy, Breath of Fire, Lunar, Suikoden, Samurai Spirits/Showdown RPG, Wild ARMS, Zelda,  
Phantasy Star, Y's, Golden Axe Warrior on Sega Master System, and Lufia

Favorite Fighting Games: Street Fighter 2 all editions, Street Fighter Alpha 3, King of Fighters, Fatal Fury, Samurai Showdown, Guilty Gear X, Marvel vs. Capcom 2, Capcom vs. SNK 1 and 2.

#### Favorite Side Scrollers

Ninja Gaiden, Castlevania, Metal Slug, Shatterhand, Mega Man, Bad Dudes, Strider, Robo Army on Neo Geo, and many more.

#### Favorite Shooters

Gradius, Thunder Force, U.N. Squadron/Area 88, Raiden, Forgotten Worlds, Sidearms, and many more.

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#### ABOUT THE FAQ

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This FAQ page is oriented to veterans of the "Final Fantasy" role playing series by Squaresoft, as well as a history lesson to those who have started playing the series on the Playstation starting with part 7. As you're playing throughout Chocobo Racing, there's no doubt that you'll be hearing modern renditions of Final Fantasy music that stuck in our heads for years, especially also that you'll be hearing the Chocobo theme song played many times in styles of different music ranges. But on the other hand, Chocobo Racing also contains tunes that come from Final Fantasy games that never made it outside Japan, so there are tracks in the game that are new to non-Japanese players, despite the fact that these compositions have an extreme age and are the most memorable to the Japanese. So here is a list of all the tracks that I have, complete with the names and which Final Fantasy game they're originally from. All I'm missing is track 11 and if something needs a little information, you can always e-mail me. One of the best ways to make this FAQ look better.

#### FINAL FANTASY TIMELINE

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Before we begin, before you fall into that web of confusion thinking "FF3 has Terra, FF2 has Cecil, blah blah blah", allow me to kick off this FAQ by doing the run-down over the FF series so there is no territorial mix-up whatsoever. As I name the origins of these compositions, I'm naming them from the Japanese point of view, like it was supposed to be for us Americans in the first place >.<! This is useful for reference of what's ahead.

#### Final Fantasy Games on 8-bit Famicom/Nintendo Entertainment System

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##### Final Fantasy

Japanese Release: December 1987

American Release: July 1990

##### Final Fantasy II (Japan Only)

Release: December 1988

##### Final Fantasy III (Japan Only)

Release: April 27, 1990

#### Final Fantasy Games on 16-bit Super Famicom/Super Nintendo

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##### Final Fantasy IV

Japan: March 1991, with Hard and Easy Editions

America: November 1991, Final Fantasy IV: Easy Edition came to the Super Nintendo as "Final Fantasy II".

Final Fantasy USA

Japan: 1992

America: 1992. Released as "Final Fantasy Mystic Quest".

Final Fantasy V (Japan Only)

Release: December 5, 1992.

Final Fantasy VI

Japanese: June 1994

American: October 1994; came as Final Fantasy III.

Final Fantasy Games on Sony Playstation

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Final Fantasy VII

Japan: January 31, 1997

America: September 2, 1997

Final Fantasy VIII

Japan: January 1999

America: September 1999

Final Fantasy IX

Japan: July 2000

America: November 15, 2000

Final Fantasy Tactics

Japan: 1997

America: January 1998

Final Fantasy Games on Playstation 2

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Final Fantasy X

Japan: July 2001

America: December 19, 2001

Final Fantasy XI

Japan: May 16, 2002

America: Either Late 2002, 2003, or it may not get a US release at all.

(\*good, considering that we live in a world of capitalism, and Everquest or Warcraft is enough, we don't need FFXI\*)

FF Compilations

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Final Fantasy I & II (Famicom; 1994, Japan Only)

Final Fantasy IV, V, and VI (Final Fantasy Collection; Playstation, 1994 Japan Only)

Final Fantasy V & VI (Final Fantasy Anthology, 1999, American Playstation)

Final Fantasy IV: Hard Edition & Chrono Trigger (Final Fantasy Chronicles, 2001, Playstaion) Though Chrono Trigger has nothing to do with Final Fantasy, but is famous for using the Final Fantasy gameplay engine. Chrono

Trigger was originally released on the Super Famicom in March 1995, and Super Nintendo in September the same year.

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/ MUSIC LIST /  
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Track 01: Dash De Chocobo (Opening theme),  
Origin: Just the Chocobo Song played with a saxophone.

Track 02: Choose a Player  
Origin: Another Chocobo Theme variation.

Track 03: Chocobo's Theme, begins Chapter One.

Track 04: Cid's Theme,  
Origin: Final Fantasy IV. Cid's Theme Song called "Hey Cid"

Track 05: Moogle's Theme.  
Origin: Final Fantasy V and VI. Mog's Theme called "Critter Tripper  
Fritter"

Track 06: Pleasent Journey/Road Rollick  
Origin: Final Fantasy III's "Good Fellows"

Track 07: Golem's Theme  
Origin: Final Fantasy II, the castle theme.

Track 08: Goblin's Theme  
Origin: Final Fantasy V. Theme of the character Faris and heard in the  
pirate's hideout.

Track 09: Bizarre Mystery  
Origin: Final Fantasy III, heard in the confrontation with the final boss  
"Dark Cloud"

Track 10: Black Mage's Theme  
Origin: Final Fantasy IV. Heard in the mage town of "Mysidia".

Track 11: White Mage's Theme  
Origin: The Town Theme from the very first Final Fantasy.

Track 12: Crystal Legend, that same tune heard in data select screens  
and crystal rooms in all FF's, are sang by children. IMO, sounds creepy...

Track 13: Big Chocobo's Theme  
Origin: The first few notes of Final Fantasy IV's "Here Comes The Fat  
Chocobo"

Track 14: Behemoth's Theme  
Origin: Final Fantasy III. Nicely orchestrated remix of one of the  
cave/dungeon themes.

Track 15: Phantom Beast/Esper Lord  
Two Origins: First part is Final Fantasy VI's pipe-organ piece, heard  
in the intro, and before confronting Kefka's final form, and then turns into  
the theme of  
Final Fantasy VII's bad@\$\$, Sephiroth.

Track 16: Make a Chocobo, the bass line to the Chocobo Theme

Track 17: Cid's Test Course  
Origin: The Chocobo Theme of Final Fantasy Adventure on the Gameboy,  
otherwise known as

"Seiken Densetsu"

Track 18: Moogle Forest

Origin: Final Fantasy VI (Unreleased) This supposed town theme that never made it into the game itself is heard only the Japanese CD "Final Fantasy VI: The Hidden Tracks"

Track 19: The Ruins

Origin: Final Fantasy III. The regular boss battle music.

Track 20: Mithril Mines

Origin: The first Final Fantasy. Heard in Gurugu Volcano

Track 21: House of Black/Magician's March

Origin: Final Fantasy II. Heard in the Mage Shrine.

Track 22: Mysidia's Sky Garden

Origin: Final Fantasy V. This piece is originally named "A New Origin", which is heard while watching the credits at the ending of the game.

Track 23: Hungry Land/Gingerbread Land

A jazzy version of the Chocobo song.

Track 24: Gurugu Volcano

Origin: Final Fantasy II. The boss battle music.

Track 25: Illusion World/Fantasia

Origin: Final Fantasy III. The music played in the final battle against Dark Cloud

Track 26: FF8 Circuit

Origin: Final Fantasy VIII. Boss battle music.

Track 27: WIN!

If you never won a battle in ANY Final Fantasy game, you shouldn't even be playing video games, I'm sorry.

Track 28: LOSE! Chocobo theme messed up! X.x

Track 29: The World Tomorrow (Last Chapter Ending theme) Chocobo song remixed slow and dramatic.

Track 30, Treasure Chest of The Heart. An original vocal piece.

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"Chocobo Racing", "Chrono Trigger" and "Final Fantasy" are trademarks of Squaresoft

Chrono Trigger characters designed by Mr. Dragon Ball himself, Akira Toriyama.

All music tracks mentioned above are created by Nobuo Uematsu.

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Special thanks for putting this FAQ out on the web:

The people who put it out in the first place, GameFAQs.

Entity from Neoseeker for putting this FAQ on the search engine.

The Webmasters of psxcodez.com, Anja Bredemann and Christian Wirth.

Angelo Betancourt for giving me info of the complete soundtrack.

And my condolences go out to the many fans that got turned off by Final Fantasy XI (like myself) cause they can't afford to play online and for moral reasons.

And a moment of silence to the best arcade to play Street Fighter at in Virginia, soon to be closed down, Gametime Family Fun Center. (1981-2002)

FAQ Guide: A.E. Rosario, 2002

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