

## Analysis: RPG Battle vs. RPG Boss Battle Music

**RPG Game Name:** Final Fantasy X

**Battle Track Name:** Normal Battle (Disc 1 Track 9)

<b>Time stamp: (e.g. 0:48)</b>	<b>Section (e.g. Intro)</b>	<b>Instruments</b>	<b>Notes (mood, energy, intensity etc.)</b>
0:00	Intro Pt A	Bass, dull horns, brass section, drums, strings	Rhythmic, bass drum and bass play exactly same thing
0:08	Intro Pt B	Bass, bright horns, drums, strings	Bassline starts moving a lot, horns are bright/prominent
0:15	Build up	Hi hats, strings, bass drum, bass	Quiet, gradually gets louder (crescendo), strings as melody
0:23	Main Theme	Dull horns, plus countering brass, bass, drums	Distinctly retains rhythm but introduces main melody (horns), not too many instruments
0:43	Main Theme (variation)	High pitched (watery) synth arpeggio, bass, drums, brass/synth, strings	Enters all instruments, drum beat grows independent of bass guitar, new synth(?)/brass as melody, another synth arpeggio
1:03	Variation	Bright & dull horns, brass section, strings, drums, bass	Horns back as main melodic instrument, strings as counter melody
1:25	Cool down	High watery synth, strings, tom toms, cymbals + ride, bass drum, bass	High synth as counter + support, strings as melody, drums play fills, slows right down
1:34	Build up (variation)	Bass, bass drum, synth (new), brass, strings	Energy builds back up (preparation for main theme), new synth plays a riff filler, light brass as melody, bass drum and bass play same thing
Repeat from 0:23	Repeat from Main Theme		

**Instrumentation:** Drum kit, bass guitar, strings, bright horns, dull horns, brass section, watery high synth, brassy high synth, saw wave synth

**Overall mood:** Lively, energetic, lots of variation in dynamic, cycle of build-up and climax and cooling down

**Boss Track Name:** Enemy Attack (Disc 1 Track 16)

<b>Time stamp: (e.g. 0:48)</b>	<b>Section (e.g. Intro)</b>	<b>Instruments</b>	<b>Notes (mood, energy, intensity etc.)</b>
0:00	Intro (Build up A)	Brass, timpani, hi hats, strings, snare drum	Instrument sections enter one by one
0:26	Build up B	Cymbal crashes, brass, timpani, strings, snare	Timpani rhythm changes, composition rhythm different. Strings back off then re-enter
0:45	Build up C	Choir, timpani, crash cymbals, strings, tambourine	Enter choir, tambourine replaces snare, loud rhythmic bashes by timpani and cymbals, strings soft staccato, then rise on last note
0:57	Release/turning point	Brass melody back, choir, timpani, crash, tambourine	Still building up even though it's clearing reached its peak
1:06	Cool down	Strings, timpani, crash	Strings staccato same note quietly, timpani keeps rhythm, crashes on last few beats
1:11	Repeat from Intro		

**Instrumentation:** Orchestra – brass section, string section, percussion (timpani, hi hat, snare, crash cymbal, tambourine), choir

**Overall mood:** Very tension-heavy and dissonant, building up throughout most of the composition – doesn't even 'release' properly at the turning point and true release is in fact at the cool down, no big epic climax section

**Conclusion:**

List the main differences you heard (instrumentation, structure, mood):

- Moods were entirely different – boss was tension focused, battle was energy focused
- Instrumentation – more rock and synth instruments in Battle but still had brass and strings, Boss was mostly orchestral and included a choir