

## ACT 1 - Betrayal

### “Full of Courage” (The Red Wings)

The Red Wings take the stage and the story begins.

### “The Might of Baron” (Kingdom of Baron)

The audience is greeted by the evil empire Baron, who is ordering Cecil to take the world's crystals by force.

### “Overture ~ Tellah’s Prophecy” (Medley)

The curtain goes down and the audience is introduced into the world of Final Fantasy IV.

### “Journey to Solace” (Sorrow and Loss)

At Baron, we find Cecil distraught. When he questions the King's motives directly, he is banished from his home and, accompanied with his best friend Kain, is given the task of courier.

### “Ana(pro)logue” (Prologue)

Together, they walk away from Baron eager to make their mark on the world and fulfill their destinies.

### “The Flying Machine” (Main Theme of FINAL FANTASY IV)

But right outside the castle, they are immediately met with the dangers that will face them along their journey.

### “Read the Sine” (Welcome to Our Town!)

Taking a break, they seek sanctuary in the nearby town and regain their strength to continue.

### “Emerald Beauty” (Rydia)

Upon arrival at their destination at Mist, they are introduced to the village of summoners.

### “RDX Necklace” (Bomb Ring)

No sooner than they arrive than does the package that they were given by the King engulf the village in flames - taking the lives of its inhabitants and displacing the two friends from each other.

### “Of Fiend and Man” (Battle 1)

Cecil, with the help of Rydia, and later Tellah, fight on with only the hope to make the world right after all the wrong that has befallen it.

### “Interlude ~ Yay!” (Fanfare)

Victory is theirs! Even heroes need a moment to celebrate.

### “The Skies Hold No Angels for Us” (Castle Damcyan)

The celebration is cut short and the party witness before their eyes the fall of Damcyan.

“Edward’s Dream Quartet” (Edward’s Harp)

Poor Edward, the bard prince of Damcyan, has nothing but the sounds of music to console his anguish of losing his Anna.

“Golbez ‘N Goblins” (Golbez, Clad in the Dark)

And the true villain emerges.

“Fighting for Tomorrow” (Fabul)

In an attempt to stop the world's crystals from being taken, Cecil and crew fight to protect Fabul from the forces of Baron and Golbez.

## ACT 2 - Strife

“Mystic Variations” (Mystic Mysidia)

After failing to save the crystal, the party is separated on ship voyage back to Baron. Cecil is now all alone and must venture into the unfriendly and strange town of wizards to find his way.

“Metal Mage” (Palom and Porom)

The elder instructs Cecil that he must become a paladin and sends the demure young wizard Porom and her punk of a brother Palom to aid him in his trials.

“Smiling Hilltop for Four Hands” (Mt. Ordeals)

On the way up the legendary mountain to the trials, they join Tellah who is also seeking power to overcome Golbez.

“Step Into the Light” (Into the Darkness)

Cecil faces off against himself and his dark past to reclaim his destiny. He steps into the light and becomes a paladin!

“Long Time Gone” (Long Way to Go)

But there is still a long way to go before the prophecy can be fulfilled.

“Rhymes with Elixir” (Chocobo Chocobo)

The only way to get to there faster is to pay some homage and ride the chocobo :)

“Interlude ~ Nom!” (Enter Fat Chocobo)

But don't forget to drop some items off.

“Blue Planet in Mode 7” (The Airship)

The party heads back to Baron where they meet up with Cid and gain some new wings to see the world from a new perspective.

“Goodbye Cid...” (Hey Cid!)

But is the tumultuous journey ahead going to allow for Cid to continue to fight alongside Cecil?

“Almost Fell for the Trojan” (Troian Beauty)

Even the lovely castle of Troia run by beautiful women has become threatened for its wind crystal.

“Somewhere to Hide” (Somewhere in the World...)

Unbeknownst to Cecil, Golbez waits in the shadows - plotting their demise by using them to take control of the earth crystal.

“Fallen Dragoon” (Suspicion)

When expecting to meet the new captain of the Red Wings, they are instead met by their ex-companion Kain who, under Golbez's control, tells them to bring him the earth crystal in exchange for Rosa.

“Fallen Ascent” (Tower of Zot)

With the earth crystal in tow, Cecil and crew climb the treacherous tower towards Golbez.

“Survival Instinct” (Battle 2)

Tellah finally finds his chance to fight Golbez and casts Meteo even if it destroys himself.

“OMFG! GET OUT OF THERE!!!” (Run!)

It's time to go and Cecil grabs Rosa and gets the heck out of there!

“Lacrima” (Sorrow and Loss)

After Zot, the party takes a moment to mourn the passing of their friends inside Baron - unsure exactly of what is in store for them on the rest of their journey.

“Theme of Love for Guitar Duet” (Theme of Love)

But it is the love for one another that keeps them going.

## ACT 3 - Redemption

“Tundra of Dwarves” (Land of Dwarves)

To save the rest of the crystals from Golbez, the group must venture to the unknown land of the dwarves.

“In the Land of Dwarves” (Giott, the King of Dwarves)

When they arrive, they are greeted by the great dwarf king Giott who has been at war with Golbez over the underground crystals.

“Path of Deception” (The Land of Summons)

Flashback to Rydia and her time spent in the land of summons to find her way and to ultimately save everyone in the battle ahead.

“Calcobrena After a Night of Dinner and Dancing” (Dancing Calbrena)

They agree to help defend the king's crystal against any intruders, but the party is disturbed to find that it is the king's daughter's dolls who come for the crystal.

“Treason” (Battle with the Four Fiends)

If Cecil hopes to achieve success he must overcome Golbez's next in command, Rubicante, and the most powerful of the elemental fiends.

“Until the Tower Falls” (Tower of Babil)

The group takes the offensive and decides to go after the crystals and tear down the tower that Golbez hopes to resurrect.

“Evoking the Dawn” (The Prelude)

Failing to take control of the crystals, it is time for Cecil to fulfill his destiny and the group's only hope lies in the ancient Mysidia legend.

“A Savior Ascends” (Lunar Whale)

At the tower of wishes, they bring forth the ship of light and are told by the elder that they have been summoned by the moon where the ship was made.

“The Still Land” (The Lunarians)

On the moon, the group meets the Lunarian, Fu So Ya, and is told that all the strife on their planet has been the work of Zemus, who has been using Cecil's brother Golbez to do his work.

“Bridge to Eternity” (Within the Giant)

Back on the blue planet, Golbez has realized his plot to use the crystals and the party must go within the giant to stop it before it destroys the world.

“Final Part One ~ Éminence Grise” (Another Moon)

With the planet once again safe and Golbez now back to his senses, Cecil with the help of his friends heads back to the moon to end the source of all their suffering.

“Finale Part Two ~ Genesis of Destruction” (The Final Battle)

With Zemus defeated, the true terror of Zeromus is unleashed and only with the prayers of the planet will the group overcome their final battle.

“Facing” (Epilogue)

With the terror gone, the world can finally go back to a sense of normalcy and is able to celebrate!

“Kind of Green” (Rydia)

The lights go up and the crowd goes home, but we will always remember the journey and the happiness that it has brought us.