Outside plays the whole time, though I would prefer if it was continued from the in game cutscene rather than restarted here.

Garb\_sunset should start at the beginning of the last frame.

The battery\_dead should start playing about 3 seconds in of the first frame of the scene.

Garb\_short\_talk should start 2 seconds after the start of the first frame.

The foundation song should start when it fades to when the first text appears after its all faded to black.