**The use of the music**

**All music pieces in this package may be used freely in use: videos, games and the like. The music was composed by LVK himself with Garageband. The music is already used in games that have been released like: "The Land of Magic" that is developed by MagicAme CIL.**

**The music is well suited for a background music in games. There are 6 different music tracks in this package.**

**How do I add music to my game?**

**To add music to your game you need an empty Game Object with a Component: Audio Source. With Audio Clip you can drag in your desired music. With PlayOnAwake the music will be played at the beginning of the start. If you don't hear the music, it's probably because: 1. the game object is far away from the camera or 2. some settings in the general audio settings are wrong.**