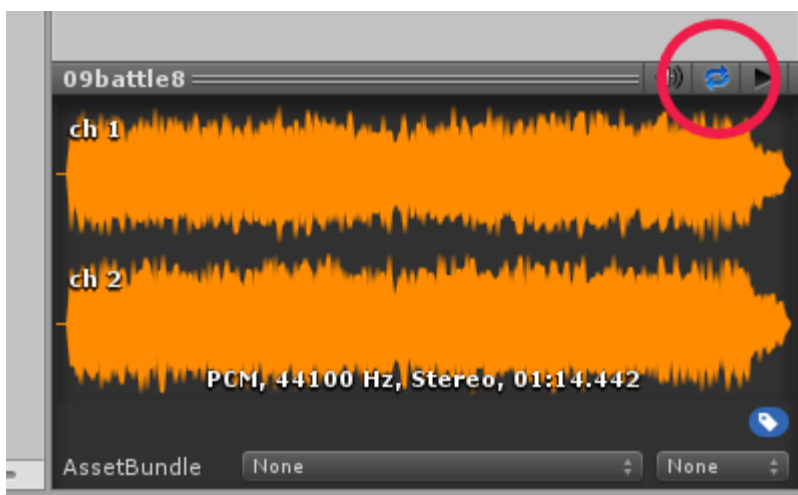The music available in this package can be used directly in any kind of project, commercial or not.

This package includes music tracks and a few musical sound effects that cover the most common requirements of RPG or action adventure games.

Most of the musical tracks have loop points, so it is very easy to make the music loop forever in your game. File names ending with "NL" don't have loop points, either because they are musical sound effects designed to be played once, from beggining to end, or because they are musical tracks that were not composed with looping in mind. Activate the loop button in the inspector if you want to check if the loop points work properly when playing a file.

All the music was traditionally notated and then produced using virtual instruments, mostly EWQL products. All the tracks are stereo only, are presented in the .wav format and have a sample rate of 44.100 kHz and 16 Bit resolution. The loops are seamless and noise-free; the wave-forms of both tracks (left and right) in all of the pieces are consistent at the start and the end loop points so there will be no digital noise at the moment of looping, IF YOU KEEP THE FILES INTACT. As soon as there is a format conversion or compression, the loop points might stop working properly or at all. Please understand that, depending on your target platform and a few other factors, audio files might be converted at some point during development, which might or might not introduce noise at the moment of looping in the final product.

The following is a list of the files, a brief group of descriptive words for each one and the exact time at which the start loop point and the end loop point are located (in seconds):

Track	Description	Start		End
01town1	piano, calm, gentle, peaceful	64.442494	~	90.990317
01town2	piano, flute, peaceful, nostalgic	2.355329	~	52.94898
01town3	piano, flute, peaceful, drums	9.411837	~	46.579025
01town4	guitar, asian, animated, exciting	9.513651	~	70.81229
02store1	piano, animated, fun	2.469297	~	62.597188
02store2	piano, dark, sinister, potion shop	9.353673	~	40.195442
03bar1	piano, animated	4.784354	~	55.265034
03bar2	piano, animated, no loop	no loop		
04forest1	progressive, piano, vibraphone	12.414966	~	86.61288
04forest2	progressive, piano, piccolo	8.948073	~	54.018617
04forest3	piano, xylophone	15.447166	~	64.303061
04forest5	night, strings, vibraphone	3.829819	~	57.448322
04forest6	piano, piccolo, drums	10.212925	~	57.872562
05cave1	mysterious, celesta, piccolo	12.878912	~	58.171497
06castle1	harpsichord, counterpoint	58.021156	~	109.924104
07island1v1	xylophone, island, celesta	33.253968	~	56.386939
07island1v2	xylophone, drums, beach	33.253832	~	56.386939
08travel1	symphonic, middle eastern	14.210862	~	74.803356
08travel2	symphonic, asian	31.090612	~	80.327166
08travel4	symphonic, animated	27.577211	~	85.969433
09battle1	high energy, animated	10.930045	~	77.323447
09battle2	symphonic, heroic	4.163515	~	79.090454
09battle3	high energy, metal	3.693175	~	82.462109
09battle8	guitar, animated, battle	2.559025	~	69.393469
10credits1	slow, piano, nostalgic	39.169252	~	139.82712
11minigame1	animated, piano, oboe	5.831383	~	43.830703
13gameover1NL	piano, oboe	no loop		
13gameover2NL	piano, strings, tragic, sad	no loop		
13gameover3NL	piano, short, fall	no loop		
13gameover4NL	piano, short, sad	no loop		
14short1NL	activation, UI, level up	no loop		
14short2NL	activation, UI, level up	no loop		
00levelupNL	harp, moderate happiness	no loop		
12win1NL	fanfare, triumph	no loop		
12win2NL	fanfare, short, small triumph	no loop		
12win4NL	harp, level up, level complete	no loop		
12win5NL	fanfare, short, win	no loop		
12win8NL	level up, short, win	no loop		

* Version 1.1 includes improved mixes on all the musical tracks, as well as new content such as a few new fanfares and music tracks.

You can contact me if you have questions or are interested in having custom music made for your project: escalonaparra@yahoo.cl

My soundcloud: https://soundcloud.com/vgcomposer

Images created by "The Bart Art".

*Some useful software you might need to use if you need to do some specific edits are: Wavosaur (free), Audacity (free), Cubase elements (cheaper version of Cubase).