

MUSIC

LEGEND: "Cue name" → "AudioFiles name" → "OST song name"

BOSS

Plays during:

1. Elimination Boss Battles

SoundClass for Cues: Music_Boss

Files:

1. St_Boss_Music_Cue → St_Nova_Master_1 → Horrors of Hoxxes
2. St_Interstellar_Nightmares_Cue → ST_InterstellarNightmares_Master_3 → Interstellar Nightmares
3. St_Stalker_Cue → St_Stalker_Master_1 → Fighting the Shadows

JUKEBOX – Only audio files

END WAVE

Plays during:

1. Mining, Egg Hunt, Escort, and Elimination during escape to DropPod.
2. Refining – once 100% is reached.
3. Salvage – during both point defenses, 2nd point defense song continues until DropPod leaves.
4. Extraction – during wait for DropPod until DropPod leaves.
5. ST_Action_Master_1 - Stat screen song is used by St_EndMission_Completed_Cue in Music_Menu Folder. OST Song is Beneath the Crust.

SoundClass for Cues: Music_Endwave

Files:

1. St_Marching_Edited_A_2_Cue → St_Marching_Master_1 → Leave No Dwarf Behind
2. St_OperasFascination_Cue → ST_OperasFascination_Master_3 → Follow Molly
3. St_RobotGetAway_EditedA_01_Cue → St_RobotGetaway_Master_1 → Robot Getaway
4. St_SabotageOfMolly_Cue → ST_SabotageOfMolly_Master_3 → I Welcome the Darkness
5. St_SW_Edited_A_01_Cue → St_SW_Master_1 → March of the Brave
6. St_WhereTheyReallyDare_Cue → ST_WhereTheyReallyDare_Master_3 → The Last Ascent

Other Files:

1. St_Action_Edited_B_3 – Not sure if in use. Is the same as ST_Action_Master_1

LEVEL

Plays during:

1. Ambient Level music during all missions (not SpaceRig)
2. LoadingScreenMusic_Cue is played during loading of a mission.
3. St_Goodbye_SpaceRig_Cue is played in Memorial Hall only.

SoundClass for Cues: Music_Background except St_Goodbye_SpaceRig_Cue is Music_MemorialHall

Files:

1. LoadingScreenMusic_Cue → St_Deep_Master_1 → The Descent
2. St_Alien_Cue → St_Alien_Master_1 → Fathomless Tomb
3. St_AxeRunner_Cue → ST_AxeRunner_Master_3 → Let's Go Deeper
4. St_Carp_Cue → St_Carp_Master_1 → Into the Abyss
5. St_Clutch_Cue → St_Clutch_Master_1 → Karl's End
6. St_Cold_Cue → ST_Cold_Master_3 → Absolute Zero
7. St_Crawl_Cue → St_Crawl_Master_1 → Coward's Crossing
8. St_Deep_Cue → St_Deep_Master_1 → The Descent
9. St_Goodbye_SpaceRig_Cue → St_Goodbye_Master_1 → Ode to the Fallen
10. St_Horror_Cue → St_Horror_Master_1 → A Matter of Skill and Ammunition
11. St_LOTD_Cue → ST_LOTD_Master_3 → Echoes from the Past
12. St_Pod_Cue → St_Pod_Master_1 → Principle of Darkness
13. St_Slow_Cue → St_Slow_Master_1 → I am Lost
14. St_ST_Cue → St_ST_Master_1 → The Only Way Out is Through
15. St_ValleyOfDeath_Cue → ST_ValleyOfDeath_Master_3 → Deceived by Light

MENU

Plays during:

1. St_DeepDives_InbetweenScreen_Cue plays between Deep Dive missions.
2. St_EndMission_Completed_Cue plays during the Stat Screen after a mission.

SoundClass for Cues: Music_Menu

Files:

1. St_DeepDives_InbetweenScreen_Cue → ST_Where_They_Really_DareDLoop_1 → The Last Ascent (Excerpt)
2. St_EndMission_Completed_Cue → ST_Action_Master_1 (From AudioFiles in the Level folder) → Beneath the Crust

Other Files:

1. DeepDives_InbetweenScreen_Music - Not sure if in use. Is the same as ST_Where_They_Really_DareDLoop_1

SPECIAL EVENTS

Plays during:

1. ST_GameEventA_Cue plays during Machine Events
2. DiscoverMusic_1 is the music played when treasure (Crate or Pack) is found.

SoundClass for Cues: Music_Action and Music_Discovery for the DiscoverMusic_1.

Files:

1. ST_GameEventA_Cue → ST_GameEvent_Master_1 → The Core Infuser
2. DiscoverMusic_1 is the music played when treasure (Crate or Pack) is found.

Other Files:

1. ST_GameEventA_4 - Not sure if in use. Is the same as ST_GameEvent_Master_1.

WAVE

Plays during:

1. CueSingle plays during Mission Control announced waves.
2. CueLooping plays in Refinery during the pumping stage and in Escort during Ommoran when the waves music doesn't stop.

SoundClass for Cues: Music_Action

Files:

Single:

1. St_Boss_wave_Cue → St_Boss_Master_1 → They're Here!
2. St_DOTSA_Cue → ST_DOTSA_Master_3 → Dance of the Dreadnaughts
3. St_HoldMyBeard_Cue → St_HoldMyBeard_Master_1 → Hold My Beard
4. St_Hole_Cue → St_Hole_Master_1 → The Shadows are Moving
5. St_MorkitelsADancer_Cue → ST_MorkitelsADancer_Master_3 → Axes Out
6. St_MountainBlaster_Cue → ST_MountainBlaster_Master_3 → In the Belly of the Beast
7. St_NotTheBees_Cue → ST_NotTheBees_Master_3 → A Distant Terror
8. St_SpaceFire_Cue → ST_SpaceFire_Master_3 → RUN!
9. St_Tick_Cue → St_Tick_Master_1 → Petrified Fury
10. St_Wave_Cue → St_Wave_Master_1 → Attack of the Glyphids

Looping:

1. A_Distant_Terror_Looping_Cue → A_Distant_Terror_Looping_01 → A Distant Terror
2. Dance_Of_The_Dreadnaught_Looping_Cue → Dance_Of_The_Dreadnaught_Looping_01 → Dance of the Dreadnaught
3. MorkitelsADancer_Looping_1_Cue → MorkitelsADancer_Looping_1 → Axes Out
4. MountainBlaster_Looping_1_Cue → MountainBlaster_Looping_1 → In the Belly of the Beast
5. PetrifiedFury_Looping_Cue → PetrifiedFury_Looping_1 → Petrified Fury
6. SpaceFire_Looping_1_Cue → SpaceFire_Looping_1 → RUN!
7. Theyre_Here_Looping_Cue → Theyre_Here_Looping_1 → They're Here!

SPACERIG

Plays during:

1. Ambience_Music_Cue is the Ambient SpaceRig Music
2. Ambience_Music_Chrrsitmas_Cue plays Ambient SpaceRig music during the Christmas Event
3. Ambience_Music_DiscoBeer_Cue plays when you drink a Blackreach Blonde
4. Ambience_Music_DiscoBeer_Safe_Cue plays when you drink a Blackreach Blonde with Streamer Mode enabled.
5. Fanfare_promotion_Cue plays in Memorial Hall.
6. YearTwoFanfare_Cue played during the Year Two reward screen so isn't used anymore (I think)

SoundClasses for Cues:

1. Ambience_Music_Cue and Ambience_Music_Chrrsitmas_Cue – Music_Background
2. Ambience_Music_DiscoBeer_Cue and Ambience_Music_DiscoBeer_Safe_Cue - Music_BeerEffect.
3. Fanfare_promotion_Cue – Music_PromotionMenu

Files:

1. Ambience_Music_Cue → St_Ambience_Master_1 → The Deep Dive
2. Ambience_Music_Christmas_Cue → Christmas Song 4,5,6,8, and 9
3. Ambience_Music_DiscoBeer_Cue → JukeBox_Disco_Night_Disco, Jukebox_Techno_di-the-chance-032414-81, and Techno_TRJ_02 in Jukebox.
4. Ambience_Music_DiscoBeer_Safe_Cue → Techno_TRJ_02 in Jukebox.
5. Fanfare_promotion_Cue → PromotionFanfare → Might be excerpt from OST song.

Other Files:

1. Fanfare 3 and 4 – probably used for Year Celebration reward screens.