
MUSIC Jazzy Style

Battle



Introduction

Thank you very much for using " MUSIC Jazzy Style Battle " (hereinafter the "software"). This software is a product created by Takayuki Amanuma, offering a collection of music data that can be used in the Maker series.

About this software

This software is a collection of music created with a horn section (trumpet, saxophone, etc.) as the core, but also incorporating jazz and hip-hop sounds.

The set includes up-tempo tracks designed for battle scenes. However, these tracks can also be creatively used in other scenes, such as action or event sequences!

Additionally, this music collection can be used not only in RPG Maker but also in other game development environments.

We hope you incorporate these tracks into your projects with creativity and freedom.

Game development can be challenging, but we hope this music collection helps boost your motivation, even just a little!

Keep up the great work with your game development. We're cheering you on!

Included Tracks

No.	Title	File name	Time for 1 loop
1	I'll Kill you.	musicjazzstyle_bat01	0'53"
2	Street Battle	musicjazzstyle_bat02	0'56"
3	Groovy Gun Fight	musicjazzstyle_bat03	0'53"
4	Shadow Step	musicjazzstyle_bat04	0'58"
5	Revenge	musicjazzstyle_bat05	1'02"
6	Duel	musicjazzstyle_bat06	1'06"
7	Black Rain Falls	musicjazzstyle_bat07	1'05"
8	Backfire	musicjazzstyle_bat08	0'50"
9	Crime and Punishment	musicjazzstyle_bat09	1'22"
10	The Rebels.	musicjazzstyle_bat10	1'31"
11	Crimson Dawn	musicjazzstyle_bat11	2'03"
12	Overture of Collapse	musicjazzstyle_bat12	1'36"
13	Victory	musicjazzstyle_bat13	0'04"
14	Battle Result	musicjazzstyle_bat14	0'04"

System Requirements

System supporting "RPG MAKER UNITE".

How to use this software

< For the Unity Asset Store version >

1. Start the "RPG MAKER UNITE" editor and open the project to which you want to add assets.
2. Open the asset page in the Unity Asset Store and click the Open in Unity button.
3. The Package Manager window will open, displaying information about the asset. Download and click the Import button.
4. The Import window will appear. Click "Import" in the lower right corner of the screen to import this collection of assets in a batch.
5. The Import window will appear, which allows you to reference the assets as Unite assets. Follow the instructions to import.

< For other version >

Please see below for import instructions.

Japanese: <https://support.rpgmakerunite.com/hc/ja/articles/26419807425049-DLC%E3%82%A4%E3%83%B3%E3%83%9D%E3%83%BC%E3%83%88%E6%89%8B%E9%A0%86>

English: <https://support.rpgmakerunite.com/hc/en-us/articles/26419807425049-DLC-Import-Procedure>

Simplified Chinese: <https://support.rpgmakerunite.com/hc/zh-cn/articles/26419807425049-DLC-%E7%9A%84%E5%AF%BC%E5%85%A5%E7%A8%8B%E5%BA%8F>

END USER LICENSE AGREEMENT

IMPORTANT, READ CAREFULLY

Please refer to the following URL for terms and conditions.URL.

<https://rpgmakerofficial.com/support/rule/?id=2>

Your game must include additional documentation that clearly indicates the use of the Product and the following copy:

(C) Takayuki AMANUMA

Developer

Music : Takayuki AMANUMA (<https://natural-wings.net>)

Illustration : Masaya Nagaura (<https://chrono-gate.com>)

Publisher

Gotcha Gotcha Games Inc.

Customer Support

<https://rpgmakerofficial.com/en/contactform/>

Maker series Official site 「RPG Maker Official」

<https://rpgmakerofficial.com>

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＊ NOTE: We cannot answer any inquiries that are not related to the Product and/or how to use the Product.