

xDeviruchi: 16-Bit Fantasy & Adventure Music (2025)

Documentation

1 - Content & Presentation

Thanks for downloading the 16-Bit-Fantasy & Adventure Music! :D!

If you enjoy my work, please consider subscribing to my [Patreon](#) for exclusive rewards and to help me keep creating and sharing high-quality music for free.

This album/music pack features **22 legit 16-bit/SNES style tracks**, each representing a different part of an adventure in a fictional RPG world, and can be used in both **commercial** and **non-commercial** projects (see Section 2 for the usage license). All tracks are provided in stereo format, with a **44.1kHz sample rate** and **16-bit depth**, ensuring high-quality sound for any project.

Any questions, feel free to reach me out at music.emsmarllon@gmail.com. It's always great to hear when and how this music is being used!

2 - Licence

This album is provided under a **non-exclusive use license**, allowing the use of the included music in a wide variety of projects, both **commercial** and **non-commercial**. By using the provided material, you agree to the following terms of this license:

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3 - Looping and Track Implementation

For any kind of simple audiovisual use (e.g. background music for youtube video; background music for social media posts; background music for twitch stream; etc.), this section can be ignored. The tracks in the ".mp3" folder are already prepared for these purposes.

Creating cool music often means crafting intros that set the tone and vibe for the listener, but these intros usually aren't part of the loopable section. Because of this, a system is needed to ensure seamless looping. This system should detect when the music reaches its end and return to a specific point for smooth, infinite repetition. To implement this, tools like game engines, audio middleware, or digital audio workstations (DAWs) can be used, depending on the project's needs.

The files prepared for looping are in the "Loopable" folder, available in both .wav and .ogg formats. The loop points (loop start and loop length) are detailed in

the table below, specified in seconds and samples, based on a 44.1kHz sample rate and 16-bit depth.

To simplify the process, the loop points are also embedded directly in the file metadata with "LOOPSTART" and "LOOPLength" tags. This ensures compatibility with software that supports metadata-based looping. For example, users of recent RPG Maker versions can use the .ogg files, as the engine automatically detects these tags and applies them for seamless playback, without further adjustments.

In summary, loops can be implemented in two main ways: referencing the table to locate the return point or using the embedded metadata, which automates the process in compatible tools.

16-bit Fantasy & Adventure: Tracklist & Loop Points

	Track	Loopable	Loop Start (seconds)	Loop Length (seconds)	Loop Start (samples)	Loop Length (samples)
1	Falling Apart (Prologue)	<input type="checkbox"/>	-	-	-	-
2	Title Theme	<input type="checkbox"/>	-	-	-	-
3	Definitely Our Town	<input checked="" type="checkbox"/>	23.106	74.483	1.018.967	3.284.690
4	Silent Forest	<input checked="" type="checkbox"/>	0	85.807	0	3.784.103
5	Battle 1	<input checked="" type="checkbox"/>	10.760	62.608	474.525	2.761.026
6	Victory!	<input checked="" type="checkbox"/>	8.501	32.0	374.894	1.411.200
7	Port Town	<input checked="" type="checkbox"/>	2.135	76.800	94.173	3.386.878
8	Shop	<input checked="" type="checkbox"/>	0	53.615	0	2.364.440
9	Battle 2	<input checked="" type="checkbox"/>	0.63	63.278	27.783	2.790.582
10	Lost Shrine	<input checked="" type="checkbox"/>	0	92.957	0	4.099.410
11	The Mighty Kingdom	<input checked="" type="checkbox"/>	11.503	54.715	507.262	2.412.929
12	Frozen Abyss	<input checked="" type="checkbox"/>	0	73.410	0	3.237.394
13	Decisive Battle 1 - Don't Be Afraid	<input checked="" type="checkbox"/>	0.167	107.502	7.348	4.740.840
14	Tales of Firelight Town	<input checked="" type="checkbox"/>	2.675	71.287	117.980	3.143.764
15	Peaceful Night	<input type="checkbox"/>	-	-	-	-
16	The Calm Before The Storm	<input checked="" type="checkbox"/>	2.438	83.267	107.537	3.672.090
17	Decisive Battle 2 - The Calamity	<input checked="" type="checkbox"/>	13.846	82.308	610.622	3.629.774
18	Never Give Up	<input type="checkbox"/>	-	-	-	-
19	Where The Winds Roam	<input checked="" type="checkbox"/>	0.639	66.032	28.168	2.912.023
20	The Journey	<input type="checkbox"/>	-	-	-	-
21	Final Battle - For Love	<input checked="" type="checkbox"/>	36.416	92.600	1.605.932	4.083.681
22	The Final of The Fantasy	<input checked="" type="checkbox"/>	5.337	114.667	235.358	5.056.818