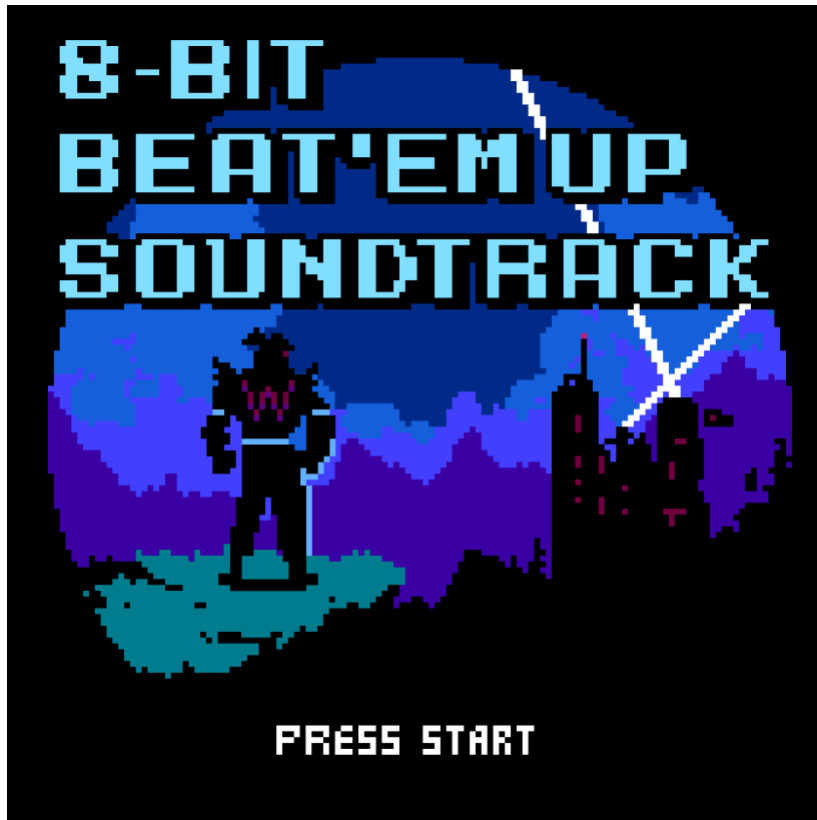


## 8-BIT BEAT'EM UP SOUNDTRACK (by wyver9)



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# 1. General Information

Thank you for using my music!

This is an 8-bit game soundtrack composed by wyver9, check out details below before using it in your game please!

## Music info

This pack contains loopable quality .wav files, you can put them in your game and don't worry about looping, it should be seamless.

All music is made in LSDj (native Gameboy tracker), rendered on Mac OS.

Pure 8-bit chiptune, 4 channels only.

Contains repeated motives between themes.

Can be used as a whole soundtrack to your retro game.

## Story

Music is made in style of one of my favorite videogame composers – a master of VGM [David Wise](#) (mostly known for his works to game series by Rare: Battletoads, Donkey Kong Country)

I was inspired by his wonderful works so much that I decided to compose a whole OST for GB Battletoads in my interpretation of his heavy and punchy rock style chiptune.

I also added to original Battletoads gameplay, check it on Youtube:

[Battletoads \(Game Boy\) - Alternative Soundtrack](#)



Read more about creation of this OST on ko-fi:

<https://ko-fi.com/post/Arcade-Loops-album-story-Z8Z3CFPZJ>

## 2 Links, contacts, album codes:

Send DM to couple of my socials (twitter is preferred) @wyver9

- [Twitter](#)
- [Facebook](#)
- [Newgrounds](#)

Be sure to check my:

- [Bandcamp](#)
- [OpenGameArt](#) (free music)
- [Newgrounds](#)
- I may appear in streaming platforms like Spotify, just try to search [wyver9](#)

You can donate:

- [Coinbase](#)
- [ko-fi](#)

Listen and support this album (with fade-outs) on **Bandcamp**:

<https://wyver9.bandcamp.com/album/8-bit-beatem-up-soundtrack/>

use one of these Bandcamp gift codes to add into your collection:

r3g3-gzuz  
kvkb-yjtg  
k9ym-  
b63u  
ktu9-xkhq  
nk5k-58qt  
mz8t-7r6b  
9tz2-vl9x  
3ut5-6ayq  
w5zg-k72z  
e8tz-gjx6  
8nnz-ukay  
twak-v9fr  
kvxt-bf6m  
u9et-xm96  
vt73-jtgk  
9k5w-kbn9  
z36q-6hvv  
zayf-yvtg  
y9kv-bk3u  
yyn8-h9hq

## 3 Usage tips

### Tips

! Couple tracks (Boss, Level 4 Race) contain "**intro**" parts which should be played once, and then "**main**" part should be looped.

### Track listing

#### Cutscenes etc:

- Title
- Disturbing Cutscene
- Briefing
- Final Briefing
- Boss Cutscene
- Ending Cutscene

#### Bosses:

- Boss (intro for any boss)
- Boss 1
- Boss 2
- Final Boss

#### Levels:

- Level 1 (Canyon)
- Level 2 (Fly)
- Level 3 (Clouds)
- Level 4 (Pre-Race Groove)
- Level 4 (Race intro)
- Level 4 (Race main)
- Level 5 (Chase)
- Level 6 (Thorns'n'Ropes)
- Level 7 (Blades)
- Level 8 (Fly Up To Victory!)

My personal favourites: Title, Level 8, Ending.

## 4 Licensing

All files are under [Attribution-ShareAlike 4.0 International \(CC BY-SA 4.0\)](#) license.

YOU CAN:

- Use it in you commercial or non-commercial project
- Please credit me as **@wyver9**
- If possible: link my [Bandcamp](#), [Twitter](#), [itch.io](#) or [OGA](#) page
- I'd be glad to have a link to release trailer, game key or anything that can represent your final work!

YOU CAN'T:

- Resell it
- Put your name under music
- Use this music in sort of offensive or political materials

Good luck to you and your project!