

- I. March To The North Loop Version
- 2. For Honor Loop Version
- 3. The Traveler Loop Version
- 4. Deep Within The Mountain Loop Version
- 5. The Sleeping Dwarf Loop version

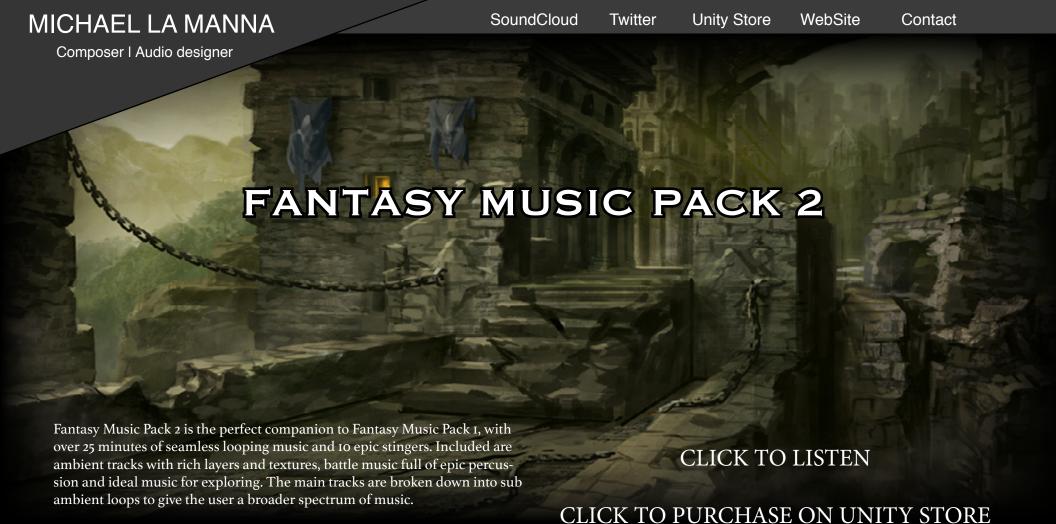
BONUS--10 High Quality Cinematic Action Loops BONUS--21 Magical Whoosh Sound Effects

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo. All Sound Effects are wave files at 44,100 Hz, 16 Bit, Stereo.

"This asset contains some of the greatest tunes I have sampled, most are already in my game and I could not be happier finding out this gem for this price."

"Don't be fooled by the title of the pack or the names of the tracks. This music can be used for more than just fantasy adventure."

"Excellent, AAA professional music."



- I. Awakening Fade Version and 2 Loop Versions
- 2. The Elven Shrine Fade Version and 3 Loop Versions
- 3. Ancient Forest Fade Version and 4 Loop Versions
- 4. Traders Market Fade Version and 5 Loop Versions
- 5. Over The Horizon Fade Version and 4 Loop Versions
- 6. Into The Darkness Fade Version and 6 Loop Versions

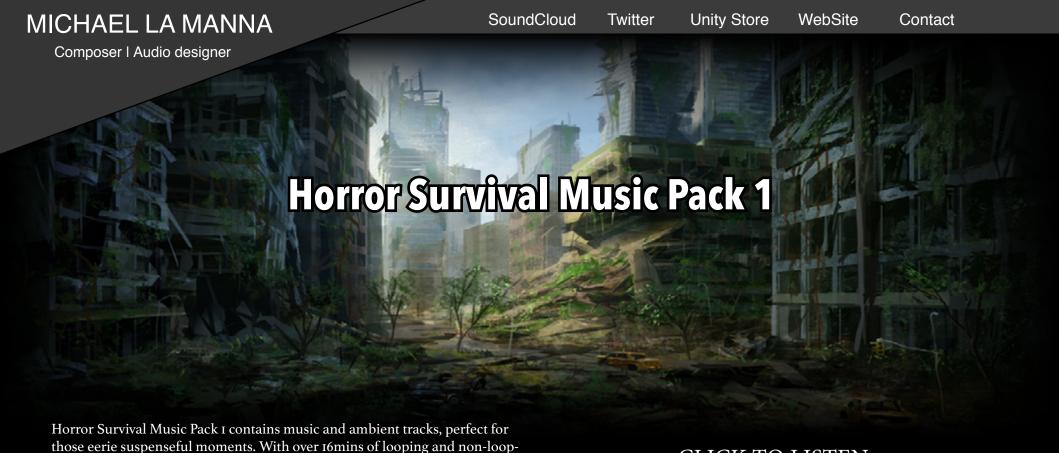
BONUS -- Io Epic Stingers

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"Some of the best, if not the best music in the asset store. Thanks Michael."

"Excellent music tracks. Perfect atmospheric tracks for an RPG."

"In addition to the typical market or tavern music, there are some more mature sounding pieces that can be used for a variety of projects in a wide range of genres."



- I. Alone Fade Version and 2 Loop Versions
- 2. Lost Fade Version and I Loop Version
- 3. The Encounter Fade Version
- 4. The End Or Is It Fade Version
- 5. Under The Bed Fade Version and I Loop Version

ing tracks, this pack is ideal for menu, ambience, credits and game trailer.

6. Where Am I - Fade Version

All Tracks and Seamless Looping wave files at 44,100 Hz, 16 Bit, Stereo.

CLICK TO LISTEN

CLICK TO PURCHASE ON UNITY STORE

"This pack adds some suspenseful modern beats and drones, and has music suitable for scene setting, GUI, and ambient loops."

"The Encounter" is truly an epic fit for my industrial survival horror. Keep up the great work!"

"I have purchased another package from this publisher, I was very happy with that and again this new package does not disappoint. It really assists in complimenting the desired mood for a scene"



- I. Empty World Fade Version and 3 Loop Versions
- 2. Sun Down Fade Version and 5 Loop Versions
- 3. Hangem High Fade Version and 5 Loop Versions
- 4. Scorched Land Fade Version and 6 Loop Versions
- 5. Barter Town Fade Version and 7 Loop Versions
- 6. Pull The Trigger Fade Version and 5 Loop Versions

All Tracks and Seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.



- I. Abandoned Loop Version and 2 Stems
- 2. Forsaken Loop Version and 3 Stems
- 3. Revenge Loop Version and 3 Stems
- 4. Retribution Loop Version and 3 Stems
- 5. Exist Loop Version and 2 Stems
- 6. Constant Loop Version and 2 Stems
- 7. Space Loop Version and 2 Stems
- 8. Nova Loop Version and 2 Stems
- 9. Solar Loop Version and 3 Stems
- 10. Darkness Loop version and 3 Stems

NOW including 25 stems for more adaptive music control.

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.

CLICK TO PURCHASE ON UNITY STORE

"These 1:04 minute music tracks set a variety of moods and it is very easy to shift between them based on the needs of a particular scene."

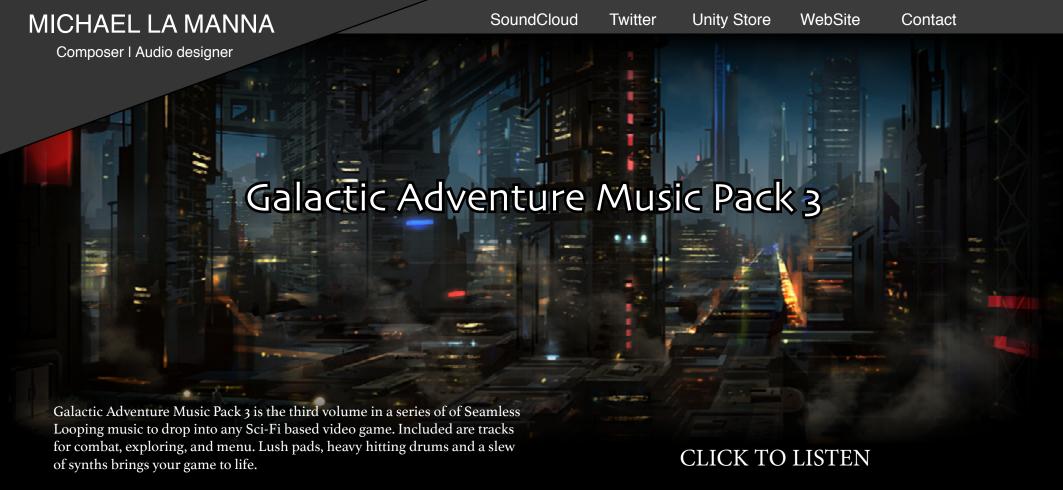
"I use these tracks extensively in my current project and feel they are well worth the cost. His other music bundles are worth looking into as well."



- I. Reflection Loop Version and 3 Stems
- 2. For Glory Loop Version and 3 Stems
- 3. Fall Back Loop Version and 3 Stems
- 4. Engage Loop Version and 3 Stems
- 5. Calm Before The Storm Loop Version and 3 Stems
- 6. The Mission Loop Version and 3 Stems
- 7. We All Have Secrets Loop Version and 3 Stems
- 8. Allies Or Enemies Loop Version and 3 Stems
- 9. Chosen Ones Loop Version and 3 Stems
- 10. Unknow Beings Loop version and 3 Stems

NOW including 30 stems for more adaptive music control.

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.



- I. Carbon Loop Version and 3 Stems
- 2. Eclipse Of Three Loop Version and 2 Stems
- 3. I Will Return Loop Version and 2 Stems
- 4. Its Up To Us Loop Version and 3 Stems
- 5. Long Way Back Loop Version and 2 Stems
- 6. Lost Star Loop Version and 3 Stems
- 7. New Home Loop Version and 3 Stems
- 8. Our duty Loop Version and 3 Stems
- 9. Remember Loop Version and 3 Stems
- 10. Understanding The Elements Loop version and 3 Stems

NOW including 27 stems for more adaptive music control.

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.

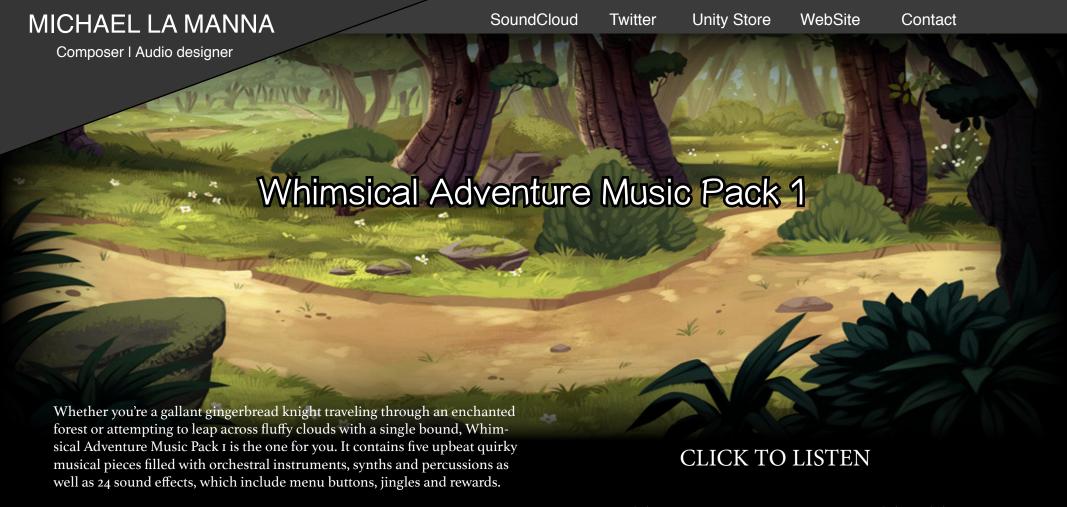


I. Follow Us - Loop Version and 3 Stems

- 2. It's All A Game Loop Version and 3 Stems
- 3. Let's Make A Deal Loop Version and 3 Stems
- 4. The Getaway Loop Version and 2 Stems
- 5. Underground Loop Version and 3 Stems

NOW including 14 stems for more adaptive music control.

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.



- I. Adventure Awaits Loop version
- 2. Discovery Loop Version
- 3. Trouble Loop Version
- 4. Tromping Along Loop Version
- 5. Wilderness Explorer Loop Version

Sound Effects:

3 Attacks, 2 Deaths, 4 Rewards, 3 Jingles, 8 Menu Buttons and 4 Power Ups

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo. All Sound Effects are wave files at 44,100 Hz, 16 Bit, Stereo.



I. The Last Star Ship - Loop Version

2. The Underground - Loop Version

3. Young Tonight - Loop Version

All Tracks are seamless looping wave files at 44,100 Hz, 16 Bit, Stereo.

CLICK TO LISTEN

Composer I Audio designer

Michael La Manna has over 14 years of experience in the music industry from producing and remixing some of today's top artists to composing for film, television and game production. Michael began his career in the late nineties as the founder of the electronic group Sonic State. He released remixes for artists such as Limp Bizkit, Orgy and Godhead, and was propelled into the underground rave scene, performing live at multiple venues. With the continued success of Sonic State, he established the independent record label ADD Recordings and produced revolutionary tracks that were to be played on radio stations and in clubs around the world. Currently his work as a solo artist can be heard in multiple video games, commercials and websites.

His perfect balance of traditional orchestration combined with his signature posthouse electronic sound has taken the audio realm by storm. Whether it is a simple jingle or a complex score, the emotion it generates is unequivocal.

