casual game music pack

music for fun, casual titles

by
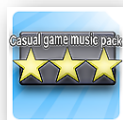### John Leonard French

The Casual Game Music Pack is a compact collection of background music and title themes written especially for fun, casual games. Vol. 1 includes plucked strings, harps, bassoon, marimba, and percussion. Included in addition to the 9 original tracks are win and lose cues, score counter sound effects, combo scales and sets of sounds for games with '3 star' scoring systems for a complete audio solution.

High quality audio. Each track is provided as a CD quality 16bit, 44.1khz, uncompressed .wav file that's ready for import, normalised to preserve bit depth and professionally mastered to provide the very best sound.
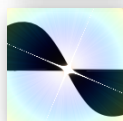
Gapless loops. Looped tracks have been created to cycle perfectly, in exact sync, with correct reverb tails and at the precise signal zero crossing point. Meaning no pops, silences, clicks, sudden changes or other unwanted noises, just great music.

Specialised. The casual game music pack includes little extras like score SFX and combo scales. Perfect for dynamic developers to play with.

Feedback and suggestions for future packs are welcome.

Enjoy,

John Leonard French

support | feedback | commissions | requests

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jlf
production
music

Track	Description	Time	Size
Level 1 Loop (long)	Upbeat pizzicato piece for cute puzzlers	1:10	12.4 mb
Level 1 Loop (short)	Shorter, more consistent version of the Level 1 theme	0:51	9 mb
Level 2 Loop	Relaxed background theme in the style of 'Title 2', features guitar, bass and bongos!	0:57	10.2 mb
Level 3 Loop	Medium paced piece, plucked cello with harp and celeste accompaniment	1:55	20.3 mb
Level 4 Loop	Slow paced with subtle drums, percussion, harp and bassoon	1:04	11.3 mb
Level 5 Full (long)	Melodic, slow paced piece that builds in complexity over time, slightly mysterious	3:55	41.5 mb
Level 5 Full (short)	Shortened version of the 'Level 5' piece, better for looping	1:37	17.2 mb
Title 1 Loop	Short, punchy title theme with a unique style	0:19	3.5
Title 2 Loop	Fun title theme with guitar, marimba and percussion, lighter than 'title 1'	0:44	7.8 mb
Lose 1	Losing cue in the style of 'Level 1'	0:06	1.1 mb
Lose 2	Dramatic losing cue, it really is game over	0:05	1 mb
Lose 3	Losing cue in the style of 'Level 2'	0:05	1 mb
Win 1	Winning cue in the style of 'Level 1'	0:04	0.9 mb
Win 2	Winning Cue in the style of 'Level 2'	0:03	0.7 mb
Win 3	Dramatic winning cue, fanfare and applause. Finally some recognition!	0:09	1.6 mb
3 star 1	x3 Short cues for '3 Star' scoring systems – fanfare	-	-
3 star 2	x3 Short cues for '3 Star' scoring systems – marimba / bass	-	-
Drum Loop 1	Jazzy drum loop – 140 BPM	0:13	2.4
Drum Loop 2	Simple drum loop – 100 BPM, also available in LO-FI	0:09	1.7 mb
Drum Loop 3	More aggressive drum loop – 100 BPM, also available in LO-FI	0:04	0.9 mb
Combo scale 1*	x8 bass & harp notes of increasing pitch (D scale), for combos	-	-
Combo scale 2*	x8 marimba chords of increasing pitch (C scale), clearer sound than 'scale 1'	-	-
Score counter 1*	Soft synth score counter, single and loop	-	-
Score counter 2*	Sharp zap score counter, single and loop	-	-
Score counter 3*	Ticking score counter, single and loop	-	-
Score counter 4*	Harmonic score counter, single and loop	-	-
Bonus Track 1 Pretty	A pretty harp and strings piece	1:12	12.8
Bonus Tract 2 Funky	A short, funky walking bass piece	0:30	5.4 mb

mono sounds

Key

FULL:	A complete piece of music with a start and finish, can still be looped.
LOOP:	Can be looped seamlessly to form a longer piece of music.
LONG/SHORT:	Indicating longer and edited versions of the same piece when available.

Using loops

The looped files in the collection include the reverb tail at the end of the piece and are looped in exact sync at the zero crossing point. This means the looping section will be seamless and unnoticeable as the reverb tail of the end of the track will appear to continue when looped. When importing music as .mp3, looping is not usually recommended unless gapless mp3 looping is available. This is because the compression process may sometimes remove samples creating a silence at the beginning of the track.

*Want a unique soundtrack, made **only** for you and your game?*
- email info@johnleonardfrench.com for info -

Technical information

File type: .wav - PCM uncompressed
Channels: 2 - stereo unless otherwise indicated
Stereo pan: Equal power (no attenuation for centre pan)
Bit depth: 16 bit (dithered from 24 bit)
Bit rate: 1,411,200
Sample rate: 44.1 Khz
Normalised: yes, to -1db

Crediting the author

By using this music in your project, there is no obligation to credit the author however should you wish to do so then please observe the following. Credit is always appreciated and it'd be great to know where this music ends up.

Name: John Leonard French
Credit: 'Music courtesy of', 'Music provided by' or similar.
IMDB: http://www.imdb.com/name/nm3623682/

Support

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