How to Use Files from Nice RPG Music Pack

PRESENTATION

Thank you very much for buying this music asset. I really hope it suits your project well !
You can contact me if you have some questions, I'll be glad to help you if I can.

This Music Pack is made of **14 original music** - designed with real consistency and harmony - and **3 music effects** well known in RPG : Victory, Game Over and Rest sound.

All the files are exported in **high-quality** audio format (44.1kHz, 16-bit) and they are separated in different files.
- **« ME »** (music effects) folder in which you can find the 3 short tracks.
- **« BGM »** (background game music) folder, in which you can find the 13 original tracks.

Most of the musics are well-built loop, very easy to deploy in your game. But a few tracks are more complex and have a beginning, an ending, or both.
For those tracks - in addition to the complete version - you can find in the BGM folder, a « Separated tracks » file, in which you'll find the separated versions of the tracks (Intro, Loop, End).

HOW TO SET THE TRACKS

A. LOOP TRACKS

Most of the tracks are well-built loop, in this case, you just have to implement the track in your game (or project) and play it as much as needed.

B. SEPARATED TRACKS

For the few tracks which are separated in different parts, you just have to play the separated audio files (Intro, Loop, End) and set the « loop » part to be played the number of time required.

TABLE OF INFORMATION

Tracks	Inspiration	Music Structure
Bad Guy Here	Enemy lair, tension, stress	Loop
Big Bad Guy Here	Boss battle, final battle, (same melody than the previous one)	Intro, Loop, End
Chill Departure	Beginning, Adventure, Beach, Island, Town	Loop
Devastated Village	Ruins, Emotional, Town	Loop
Hostile Environnement	Volcano, Cave, Desert	Loop
Main Theme - Heroic Version	Screen Title, Epic cutscene	Intro, Loop, End
Main Theme - Sad Version	Emotionnal cutscene, Memory, Flashback	Loop
Misty Forest	Forest, Swamp, Maze	Loop
Peaceful Ruins	Maze, Ruins, Ethereal	Loop
Ready to Rumble	Battle, Fighting, Confrontation	Intro, Loop
Spooky Cave	Underground, Cave, Sewer	Loop
The Outside	Overworld, Meadow, Field	Loop
Weird Village	Village, Strange, Fun	Loop
Chargement	Menu, Loading, Transition	Loop