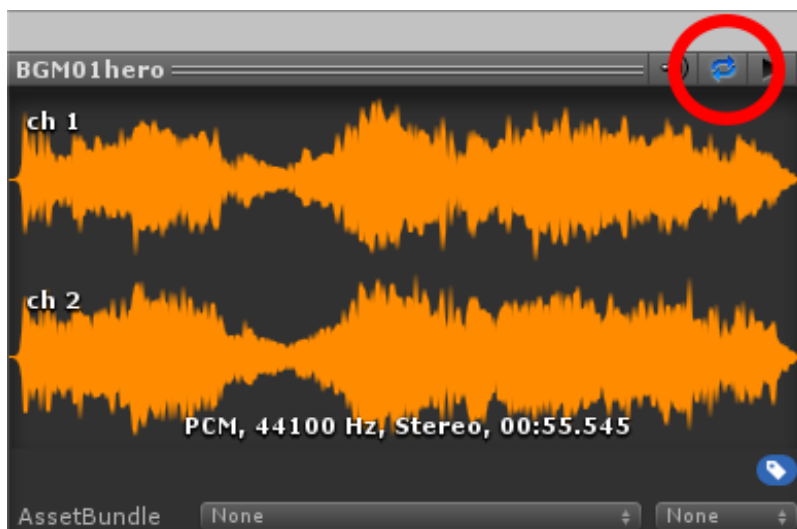




This pack includes orchestral music to be used in some of the most common game settings, specially on RPGs and action adventure games. All the musical tracks have loop points which are placed very precisely; so it's easy to make the music loop forever in your game in a completely seamless and noise-free way. Activate the loop button in the Unity inspector and play the files to test the loop points.



I also included some musical sound effects like a triumph fanfare, a game over sound and more.

**Feel free to use this music on any project, commercial or not.** There is no need to credit me but, if you want to do so, you can credit me as VGComposer or as Cristian Escalona (VGComposer).

Get custom music from me: <https://www.fiverr.com/share/EmvaQy>

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All the music has been traditionally notated and then produced using professional virtual instruments, with much attention to detail and realism.

This is a list of the contents with a short description of each track and the exact moments the start and end loop points are placed:

### **BGM01hero**

Heroic music that works well as a main theme for a game, a title screen or as a main character's theme. Written for strings, brass and percussion instruments. 15 instrumental lines.

Loop (seconds): [4.384649]-[51.063968]

Loop (samples): [193365]-[2251923]

### **BGM02evil**

Much darker tone, can work well as an evil character's theme or for deep space exploration. This music was composed for a bigger orchestra with woodwinds, brass, strings, percussion instruments and female choir. 22 instrumental lines.

Loop (seconds): [6.670544]-[64.072063]

Loop (samples): [294173]-[2825580]

### **BGM03prairie**

Calm and peaceful music for prairie exploration. Might work well on a forest setting too or any calm landscape. Composed for strings, flutes, percussion and mixed choir. 15 instrumental lines.

Loop (seconds): [2.608073]-[118.727664]

Loop (samples): [115018]-[5235892]

### **BGM04town**

Calm piece with an easy going tone for town settings. Works well for villages or cities where you will be speaking with NPCs and setting up for the big adventure. The main instrument in this piece is a classical guitar, typical of town BGMs, there is also a marimba, a solo violin and a string section. 8 instrumental lines.

Loop (seconds): [3.592698]-[52.118141]

Loop (samples): [158440]-[2298412]

### **BGM05castle**

Pompous music for a castle setting or for an aristocrat character, could also work as an adventurous or exploration theme. This is the only piece to feature a harpsichord, and also has strings, brass, percussion and a flute. 17 instrumental lines.

Loop (seconds): [7.690816]-[51.297007]

Loop (samples): [339167]-[2262200]

### **BGM06adventure**

Music for the beginning of an exciting journey or adventure, when you first venture outside of your hometown. Could also work as a main theme. For brass, strings, percussion and piano. 16 instrumental lines.

Loop (seconds): [8.937823]-[65.093787]

Loop (samples): [394160]-[2870638]

### **BGM07battle**

Music for common battles. For strings, brass, percussion and mixed choir. 17 instrumental lines.

Loop (seconds): [4.011769]-[58.109184]

Loop (samples): [176921]-[2562617]

### **BGM08boss1**

Intense music for boss battle, written for very prominent brass and percussion, strings, woodwinds, mixed choir and piano. 27 instrumental lines.

Loop (seconds): [19.140136]-[60.108345]

Loop (samples): [844082]-[2650780]

### **BGM09boss2**

A second music for intense boss battles. This one has a middle eastern flavor and features strings, brass and percussion instruments. 15 instrumental lines.

Loop (seconds): [16.883311]-[71.078073]

Loop (samples): [744556]-[3134545]

### **BGM10desert**

For desert exploration. This is an enigmatic piece for a huge orchestra with heavy emphasis on woodwinds. Has a distinct middle eastern flavor but no ethnic instruments. 24 instrumental lines.

Loop (seconds): [26.784308]-[97.365283]

Loop (samples): [1181190]-[4293811]

### **BGM11bazaar**

For a bazaar chase scene, can also work as a battle or even boss theme in a middle eastern setting. Features several ethnic instruments with strings and percussion. 18 instrumental lines.

Loop (seconds): [15.677438]-[58.442222]

Loop (samples): [691377]-[2577304]

### **BGM12dungeon1**

Very dark piece, ideal for a submerged dungeon or some mysterious setting. Written for prominent woodwinds, brass, strings and percussion. 22 instrumental lines.

Loop (seconds): [5.122971]-[82.619909]

Loop (samples): [225925]-[3643540]

### **BGM13dungeon2**

Mysterious music for a dungeon setting, or a dark forest or even a graveyard. Written for celesta as main instrument, mixed choir, strings and solo violin. 12 instrumental lines.

Loop (seconds): [6.667687]-[58.744989]

Loop (samples): [294047]-[2590656]

### **BGM14chase**

Very intense music for a massive orchestra, can work well for a race or chase scene, or for a boss battle too. Written for brass, strings, percussion and male choir. 19 instrumental lines.

Loop (seconds): [6.320317]-[67.01195]

Loop (samples): [278728]-[2955229]

### **BGM15shrine**

Mysterious music for a shrine or other sacred or enigmatic setting. This is the only one to feature a solo female voice, among piano, celesta, strings and female choir. 10 instrumental lines.

Loop (seconds): [3.20415]-[38.155125]

Loop (samples): [141305]-[1682643]

### **MS01triumph**

Triumph fanfare for winning battles, defeating bosses or completing missions. No loop.

### **MS02gameover**

Short sad music for game over screen. No loop.

### **MS03discovery**

Short music for an exciting new discovery. For example, if the main character discovers some ancient ruins in the middle of the jungle. No loop.

**MS04completion**

For dungeon or mission completion.

No loop.

**MS05secret**

Short music to be played when a secret area is discovered. Can work for opening a treasure too.

No loop.

**MS06door**

Short music for opening a door or completing a small quest.

No loop.