xDeviruchi: 8-Bit Fantasy & Adventure Music (2021) Manual

Contents

1 - Presentation

Thanks for downloading the 8-Bit-Fantasy & Adventure Music!

This music pack contains 10 **loopable tracks** and 19 minutes of **legit** 8-Bit/NES Style Chiptune Music ready to be used in any kind of commercial or noncommercial project.

All the 21 music files are exported in a **high-quality** audio format (44.1 kHz, 16-bit) and carefully organized in two ways:

a) Individual files containing segments of the music tracks: Intro, Loop and End.

b) The entire music tracks with precise descriptions of the loop points in seconds.
(For more specific details, see the section **How to Use?** of this document.)

All the loops are designed to be seamless and without any digital noise.

2 - How to Use?

All the files are organized in a way that the loops can be implemented in two different ways:

2.1 - Using the separated audio files: Intro, Loop and End

Most of the music tracks in this pack have an introduction and an ending portion which means that only a segment of the audio is meant to be played in loop. Figure 1 illustrates the main structure for the majority of the tracks.

Intro ⟹ **Loop** ⟹ **End**

Figure 1: Visual representation of the musical structures used in most tracks from 8-Bit-Fantasy & Adventure Music.

To implement the loops in this method, you just have to play the separated audio files (see the folder Separated files) without any interruption between them and just set the "loop" portion of the track to be played any number of times you want, simple as that! Each game engine has its own way to implement, so you have to figure out how to do it depending on which one you are using. Some of the music tracks have just the "loop" component, in this case you just have to play the audio file to run on loop and *voilá !*

All the information about the name of the tracks, keywords, **loop regions** (used only if you implement via the method **3.2** listed below) from the audio in units of time and the music structures are summarized in **Tables 1 and 2**.

2.2 - Setting the loop manually

In this method you will have to play the audio files of the music tracks (not the individual files containing the segments intro, loop and end) and set the start and end loop points manually

via code or something similar, according with the information from **Tables 1 and 2**.

Table 1: All the information about the music tracks including the loop region in seconds.

xDeviruchi - 8-Bit Fantasy & Adventure Music Pack					
Nº	Tracks	Keywords	Beginning of the Loop (seconds)	Final of the Loop (seconds)	Music Structures
1	Title Theme	title screen; ethereal; fantasy	0	120.600	Loop, End
2	And The Journey Begins!	adventure; exploration; fantasy	7.967	117.333	Intro, Loop, End
3	The Icy Cave	ice; snow; cave; dungeon	0	122.667	Loop, End
4	Prepare for Battle!	tension; battle; danger	4.533	120.800	Intro, Loop, End
5	Take some rest and eat some food!	tavern; village; town; inn; rest	0.333	123.033	Intro, Loop, End
6	Minigame	minigame; fun; expectation	5.467	73.500	Intro, Loop, End
7	Exploring The Unknown	exploration; adventure; fantasy	8.733	120.767	Intro, Loop, End
8	Mysterious Dungeon	tension; dungeon; cave; expectation	-	-	Loop
9	Decisive Battle	tension; battle; danger; boss	0	116.033	Loop, End
10	The Final of The Fantasy	town; village; peaceful; credits	-	-	Loop

Table 2: All the information about the music tracks including the loop region in minutes:seconds:milliseconds

		xDeviruchi - 8-Bit Fantasy & Adventure Music Pack			
Nº	Tracks	Keywords	Beginning of the Loops (minutes:seconds:milliseconds)	Final of the Loops (minutes:seconds: milliseconds)	Music Structures
1	Title Theme	title screen; ethereal; fantasy	00:00:00	02:00:18	Loop, End
2	And The Journey Begins!	adventure; exploration; fantasy	00:07:29	01:57:10	Intro, Loop, End
3	The Icy Cave	ice; snow; cave; dungeon	00:00:00	02:02:20	Loop, End
4	Prepare for Battle!	tension; battle; danger	00:04:16	02:00:24	Intro, Loop, End
5	Take some rest and eat some food!	tavern; village; town; inn; rest	00:00:10	02:03:01	Intro, Loop, End
6	Minigame	minigame; fun; expectation	00:05:14	01:13:15	Intro, Loop, End
7	Exploring The Unknown	exploration; adventure; fantasy	00:08:22	02:00:23	Intro, Loop, End
8	Mysterious Dungeon	tension; dungeon; cave; expectation	0	-	Loop
9	Decisive Battle	tension; battle; danger; boss	00:00:00	01:56:01	Loop, End
10	The Final of The Fantasy	town; village; peaceful; credits	-	-	Loop