



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>

Contact me: https://twitter.com/vg_composer

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]

BGM16jungle (new in v.1.1)

Music for jungle settings with very unusual orchestration. Has very prominent marimba and woodwind lines. 21 instrumental lines.

Loop (seconds): [2.157188]-[70.614943]

Loop (samples): [95134]-[3114121]

BGM17battle2 (new in v.1.1)

Another intense music for battle settings with prominent brass and percussion lines. 15 instrumental lines.

Loop (seconds): [3.446984]-[69.378776]

Loop (samples): [152014]-[3059606]

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.