

Track	Description	Key	Tempo	T-Sig*	Time	Size	Starter	PRO
Ambience 1 Ethnic Full	Ethnic drums with melodic hang drum	-	90 bpm	4/4	2:03	21.6 mb		✓
Ambience 1 Ethnic Loop	Seamless loop without hang drum	-	90 bpm	4/4	1:25	15.1 mb		✓
Ambience 2 Ethnic Full	Middle eastern marketplace	A min	85 bpm	3/4	1:41	17.9 mb		✓
Ambience 3 Wasteland Full	Distant violin and piano in an arid wasteland	C min	75 bpm	3/4	1:14	13.1		✓
Ambience 4 Loop	Seamless percussion loop with string bed	C	120 bpm	4/4	0:48	8.5 mb		✓
Ambience 4 Layers	x3 Layer parts for dynamic crossfading	C	120 bpm	4/4	-	-		✓
Big Battle 1 Full	Frantic orchestral epic	D min	130 bpm	4/4	1:39	17.6 mb		✓
Big Battle 1 Loop**	Seamless loop	D min	130 bpm	4/4	1:32	16.3 mb		✓
Big Battle 2 Full	Large scale battle with orchestral stabs	D min	170 bpm	3/4	1:41	17.9 mb	✓	✓
Big Battle 2 Loop**	Seamless loop	D min	170 bpm	3/4	1:39	17.6 mb		✓
Big Battle 3 Full	Gritty battle piece with ripped brass	D min	90 bpm	4/4	2:33	26.8 mb		✓
Big Battle 4 Full	Pounding timpani and distorted brass	C min	110 bpm	3/4	1:26	15.2 mb		✓
Big Battle 4 Loop**	Seamless loop	C min	110 bpm	3/4	1:12	12.7 mb		✓
Close Combat 1 Loop	Hand to hand, one on one percussion	-	190 bpm	3/4	1:04	11.4 mb	✓	✓
Close Combat 2 Loop	Circle of death! Simple, duelling percussion loop	-	160 bpm	3/4	0:36	6.4 mb		✓
Espionage 1 Loop 1	Full instrumentation	B	70 bpm	4/4	0:54	9.7 mb	✓	✓
Espionage 1 Loop 2	Simple instrumentation	B	70 bpm	4/4	0:27	4.8 mb		✓
Espionage 2 Loop	Mysterious pedal bass piece with sound design	D	60 bpm	4/4	1:04	11.3		✓
Espionage 3 Loop	Drum loop with a dark synth bed and bass pedal	E min	140 bpm	4/4	1:29	15.7 mb		✓
Main Theme 1	'The Combat Collection' title theme	A min	105 bpm	3/4	2:56	31.1 mb	✓	✓
Main Theme 2	'Brothers in arms' tragic theme	D	70 bpm	4/4	1:15	13.3 mb		✓
Main Theme 3	'Phoenix Rising' building piano theme	A min	130 bpm	3/4	1:50	19.4 mb		✓
Pursuit 1 Full	Controlled continuous chase music with a manic vibe	D min	80 bpm	4/4	1:36	17.1 mb	✓	✓
Pursuit 1 Loop**	Seamless loop without intro	D min	80 bpm	4/4	1:24	14.8 mb		✓
Pursuit 2 Full	Chaotic chase music with mad percussion	C min	190 bpm	4/4	0:54	9.6 mb		✓
Pursuit 2 Loop**	Seamless loop	C min	190 bpm	4/4	0:50	8.9 mb		✓
Defeats	x3 Short themes for deaths or serious moments	-	-	-	-	-		✓
Victories	x3 Short themes for victories and level ups	-	-	-	-	-		✓
Horror scare long	Scratching violins with build up	-	-	-	0:22	3.9 mb		✓
Horror scare short	Without build up	-	-	-	0:11	2 mb		✓
Quest SFX – bongos	x6 Waypoint / objective sounds	-	-	-	-	-		✓
Quest SFX – snares	x5 Waypoint / objective sounds	-	-	-	-	-		✓
BONUS TRACKS	x3 Bonus tracks, Ambient cave / Main theme / Battle	-	-	-	-	-		✓

* Time signature

** Includes start / end parts

Key

FULL: A complete piece of music with a start and finish.
SIMPLE: Variation of a full piece with reduced or simpler instrumentation and style.
LOOP: Can be looped seamlessly to form a longer piece of music.
START: A starting segment for use with looped music. Add after before a looped file starts
END: An ending segment for use with looped music. Add after a looped file finishes.
(May also be suitable as a victory / level up cue)
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. To further enhance looped files, selected tracks include 'START' and 'END' files to bookend the looped file, creating a longer looping track that still has a start and end section. 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 gap.