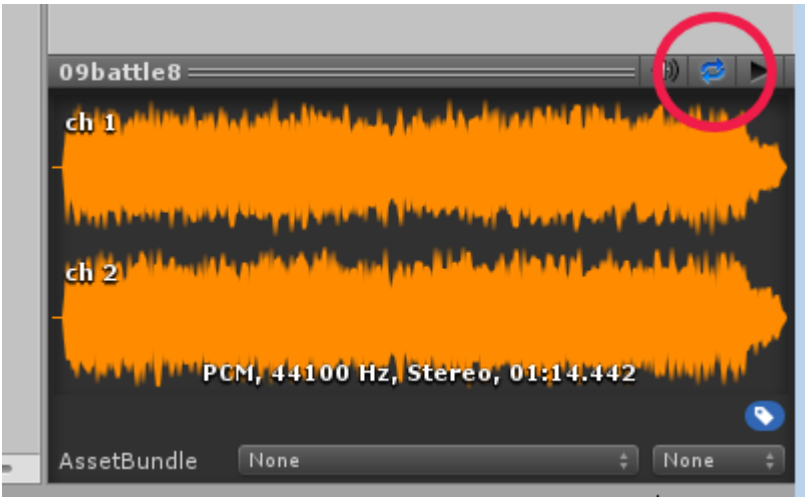The music available in this package can be used directly in any kind of project, commercial or not. It includes music tracks and musical sound effects that cover the most common requirements of RPG or action adventure games.

Most of the musical tracks have loop points, so it is very easy to make the music loop forever in your game. File names ending with "NL" don't have loop points, either because they are musical sound effects designed to be played once, from beggining to end, or because they are musical tracks that were not composed with looping in mind. Activate the loop button in the inspector if you want to check if the loop points work properly when playing a file.

All the tracks are stereo only, are presented in the .wav format and have a sample rate of 44.100 kHz and 16 Bit resolution. The loops are seamless and noise-free; the wave-forms of both tracks (left and right) in all of the pieces are consistent at the start and the end loop points so there will be no digital noise at the moment of looping. Please understand that, depending on your target platform and a few other factors, audio files might be converted at some point during development, which might or might not introduce noise at the moment of looping in the final product. I included detailed loop point location data to help you in this regard.

* Version 1.3 includes 2 new tracks: one for sailing and a new track for cave or dungeon settings.

The following is a list of the files, a brief group of descriptive words for each one and the exact time at which the start loop point and the end loop point are located (in seconds):

01town0	guitar, flute, calm, village	6.031088	~	85.252653
01town1	piano, calm, gentle, peaceful	64.442494	~	90.990317
01town2	guitar, pan flute, peaceful, andean	2.355329	~	52.94898
01town4	guitar, asian, animated, exciting	9.513651	~	70.81229
02store1	piano, animated, fun	2.469297	~	62.597188
02store2	piano, dark, sinister, potion shop	9.353673	~	40.195442
03bar1	piano, animated	4.784354	~	55.265034
03bar2	piano, animated, no loop	no loop		
04forest1	progressive, piano, vibraphone	12.414966	~	86.61288
04forest2	progressive, piano, piccolo	8.948073	~	54.018617
04forest3	piano, xylophone	15.447166	~	64.303061
04forest5	night, strings, vibraphone	3.829819	~	57.448322
04forest6	piano, piccolo, drums	10.212925	~	57.872562
05cave1	mysterious, celesta, piccolo	12.878912	~	58.171497
05cave3	marimba, celesta	21.115578	~	58.517415
06castle1	harpsichord, counterpoint	58.021156	~	109.924104
06castle2	harpsichord, low whistle	9.350499	~	84.155737
07island1v1	xylophone, island, celesta	33.253968	~	56.386939
07island1v2	xylophone, drums, beach	33.253832	~	56.386939
07island2	xylophone, beach, ukulele	12.803356	~	49.946145
08sail1	symphonic, ocean travel	3.820159	~	66.68898
08travel1	symphonic, middle eastern	14.115964	~	74.684921
08travel2	symphonic, asian	31.090703	~	80.327052
08travel4	symphonic, animated	24.572086	~	83.511905
09battle2	symphonic, heroic	2.764467	~	78.926916
09battle3	high energy, metal	3.693175	~	82.462109
09battle8	guitar, animated, battle	2.559025	~	69.393469
10credits1	slow, piano, nostalgic	36.181791	~	136.839751
11minigame1	animated, piano, oboe	5.831383	~	43.830703
12win1NL	fanfare, triumph	no loop		
12win2NL	fanfare, short, small triumph	no loop		
12win5NL	fanfare, short, win	no loop		
12win8NL	level up, short, win	no loop		
13gameover1V1NL	piano, oboe	no loop		
13gameover1V2NL	haprsichord, low whistle	no loop		
13gameover2NL	piano, strings, tragic, sad	no loop		
13gameover3NL	piano, short, fall	no loop		
13gameover4NL	piano, short, sad	no loop		
13gameover5NL	harp, short	no loop		
13gameover6NL	piano, sad	no loop		
13gameover8NL	strings, tragic	no loop		
13gameover9NL	strings, tragic	no loop		
14doorNL	open door, secret, activation, short	no loop		
14entranceNL	activation, short, secret, brass	no loop		
14levelup1NL	harp, level up, win, level complete	no loop		
14levelup2NL	harp, level up, win, level complete	no loop		
14secret1NL	harp, door, secret, activation	no loop		
14short1NL	activation, UI, short	no loop		
14short2NL	activation, UI, short	no loop		
14short3NL	activation, UI, level up	no loop		
14short4NL	activation, UI, level up	no loop		

You can contact me if you have questions or are interested in having custom music made for your project: vgcomposer@outlook.com

My youtube channel: https://www.youtube.com/user/escalonaparra

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Images created by "The Bart Art".