

## Melodic and Atmospheric Fantasy Music Pack

Thank you for purchasing the *Melodic and Atmospheric Fantasy Music Pack*!

Congratulations! You are on your way to implementing professional, royalty free music into your game. Here's a short rundown of what you get, and some guidelines on how to use the pack.

### In the Pack:

The pack contains 18 high quality, 16 bit WAV music files. There are 4 different types of tracks.

1. **Loops.** These are tracks signified by the (LOOP) marker at the end of the filename. They can be continuously played in a seamless, eternal loop. Great for location atmospheres and battles. These tracks are best faded in and out of when a player enters a certain location, or when the player enters battle. They can be played without a fade in if you prefer, however a fade out will be almost always necessary. WARNING: Do not use any crossfades between loop cycles- they are already prepared.
2. **Cues.** These are tracks signified by (CUE). They are pieces of music with a beginning and an end that can be played to deepen the impact of key story points or events of your game. For example, the *Death (CUE)* will work great for when the player dies, or if something bad happens. The *Nostalgia (CUE)* is perfect for reflective dialogues. The *Evil (CUE)* is for building tension or to indicate danger.
3. **Battle Trigger.** The track called *Demon Intro (Battle Trigger)* is short track that signifies the start of an epic battle. It blends seamlessly into *Demon (LOOP)*. The idea is upon entering a battle you can trigger *Demon Intro*, before beginning *Demon (LOOP)*. It's same idea as when you encounter a trainer or a wild Pokémon in any of those games; first you get the splash of encounter music, then it settles down into the battle music loop.
4. **Standalone.** The tracks *Go Forth* and *Piano in the Woods* are the two tracks in the pack which are more like a traditional piece of music, rather than looping, or cue-based game music. They could be used as cues, or as a longer backdrop to a cutscene/ dialogue or could be used in trailers. They could be looped, though the transition isn't seamless. Use these if you need a definite end to a piece of music!

### **A note about Themes:**

The three tracks: *Hearth and Fields*, *Go Forth and Nostalgia* all contain what I'd call the "theme" of the pack. They each contain the same basic melody, though each track develops and treats this musical idea in different ways. Use this to your advantage! Players will subconsciously recognise the theme in the different tracks and draw ties between where they have heard it. The theme could represent a character, a bond, an idea, whatever you want. For example: hearing the calm/ homely version in *Hearth and Fields* in the Hero's hometown sets that peaceful vibe. However, the more upbeat, driving orchestration in *Go Forth* could be used when the Hero sets out on the adventure. Then, when the hero is deep into the quest and reminiscing about home, the *Nostalgia* cue could play. The player subconsciously recognises the theme, and the connection it has with the peaceful hometown and the Hero's childhood friend and companion lost during the last battle. The music has emotionally told a story, deepening your players' connection with your game's characters and world.

So, get creative in their implementation, and play your players' heartstrings like the evil puppeteer you are.

I hope you enjoy the pack and if you have any questions, requests or inquiries get in touch at [www.joshfishermusic62@gmail.com](mailto:www.joshfishermusic62@gmail.com)!

Thanks so much! :)