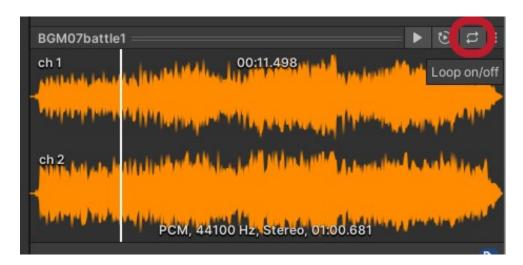**Get original music from me:** https://www.fiverr.com/share/3ANgBA
My website: http://escalonamusic.com

The music available in this package can be used in any kind of project, commercial or not. It includes music tracks and musical sound effects that cover the most common requirements of RPG and 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 and play the file if you want to test the loop points.

All the tracks are stereo, 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. Please understand that, depending on your target platform and a few other factors, audio files might be converted at some point during your development, which might introduce noise at the moment of looping in the final product.

* Version 1.6 includes many newer tracks of higher quality. The older, outdated music tracks and sound effects are now in the sub-folder named «Outdated tracks». I hope you like the newer tracks, those are more recent compositions and better represent my current skills. Music tracks have «BGM» in the name and musical sound effects have «MS» in the name. Outdated tracks have «OLD» in the name.

The following is a list of the files and a brief description:

BGM00hero	Heroic, intense orchestral track, good as a main theme.
BGM01hero	Heroic orchestral track, good as a main theme.
BGM02evil	Dark orchestral track, good as a villain's main theme or a dungeon.
BGM03prairie	Calm orchestral track, good for overworld or prairie exploration.
BGM04town0	Calm guitar and orchestra track for town exploration.
BGM04town1	Calm guitar and flute track for town exploration.
BGM04town2	Calm guitar solo track for town exploration.

BGM04town3	Calm harp solo track for town exploration.
BGM04town4	Peaceful piano solo track for town exploration.
BGM04towngypsy5	Intense guitar an piano track for a gypsy town.
BGM05castle1	Pompous orchestral track for a castle setting.
BGM06adventure1	Intense orchestral track for the beginnind of an adventure.
BGM07battle1	Intense orchestral track for battle settings.
BGM07battle2	Intense rock track for battle settings.
BGM07battle3	Intense heavy metal tack for battle settings.
BGM07battle4	Intense orchestral track for battle settings.
BGM08boss1	Very intense orchestral track for boss battles.
BGM08boss2	Very intense orchestral track for boss battles.
BGM09credits	Calm piano and orchestra track for credits roll.
BGM10desert1	Orchestral track with middle eastern influence. Good for deserts.
BGM11bazaar	Intense orchestral track for battle or chase in a bazaar.
BGM12dungeon1	Somber orchestral track for dungeon settings.
BGM13dungeon2	Dark mysterious orchestral track for dungeon settings.
BGM14chase	Very intense orchestral track for chase scenes or boss battles.
BGM15shrine	Mysterious orchestral track for shrine or temple settings.
BGM16jungle	Orchestral track for jungle or forest settings.
BGM18bar1	Solo piano track for bar settings.
BGM18potionstore	Mysterious solo piano track for potion stores.
MS01triumph1NL	Triumph fanfare. Doesn't loop.
MS01triumph2NL	Triumph fanfare. Doesn't loop.
MS01triumph3NL	Triumph fanfare. Doesn't loop.
MS02gameover1NL	Game over sound. Doesn't loop.
MS02gameover2V1NL	Game over sound. Doesn't loop.
MS02gameover2V2NL	Same game over sound for different instruments. Doesn't loop.
MS02gameover3NL	Sad game over sound. Doesn't loop.
MS02gameover4NL	Short game over sound. Doesn't loop.
MS03discoveryNL	Short music for discovering a new place or dungeon. Doesn't loop.
MS04completionNL	Short music for completing a quest. Doesn't loop.
MS05secret1NL	Short music for discovering a secret. Doesn't loop.
MS05secret2NL	Short music for discovering a secret. Doesn't loop.
MS06door1NL	Short music for opening a door. Doesn't loop.
MS06door2NL	Short music for opening a door. Doesn't loop.
MS07entranceNL	Short fanfare for character entrance. Doesn't loop.
MS08levelup1NL	Short harp music for leveling up. Doesn't loop.
MS09short1NL	Short sound for activating something. Doesn't loop.
MS09short2NL	Short sound for canceling something. Doesn't loop.
MS09short3NL	Short sound for collecting an item. Doesn't loop.

Outdated tracks sub-folder:

OLDBGM04town7	Soft rock music for town settings.
OLDBGM04town8	Calm town settings with some andean elements.
OLDBGM04townandean6	Calm town setting in andean style.
OLDBGM05castle2	Solo harpsichord track for castle settings.
OLDBGM05castle3	Harpsichord track for castle settings.
OLDBGM06adventure2	Animated orchestral track for world exploration.
OLDBGM06adventure3	Orchestral track for exploration.
OLDBGM06sail1	Orchestral track for sailing.
OLDBGM07battle6	Intense orchestral battle track.
OLDBGM10desert2	Old orchestral desert exploration track.
OLDBGM16forest1	Progressive music for forest settings or battles.
OLDBGM16forest2	Progressive music for forest settings or battles.
OLDBGM16forest3	Progressive music for forest settings or battles.
OLDBGM16forest5	Orchestral music for forest settings or battles.
OLDBGM16forest6	Progressive music for forest settings or battles.

OLDBGM17cave1	Mysterious celesta and flute track for ice cave.
OLDBGM17cave3	Mysterious percussion track for cave settings.
OLDBGM17island1v1	Tropical island track.
OLDBGM17island1v2	Same track with different instrumentation.
OLDBGM17island2	Another tropical track for island settings.
OLDBGM18bar2NL	Animated solo piano music for a bar or store. Doesn't loop.
OLDBGM18store1	Animated piano music for a store.
OLDBGM19minigame1	Animated piano track for minigames.
OLDMS01triumph4NL	Orchestral triumph fanfare. Doesn't loop.
OLDMS01triumph5NL	Harp triumphant sound. Doesn't loop.
OLDMS02gameover5NL	Sad piano game over sound. Doesn't loop.
OLDMS02gameover6NL	Piano game over sound. Doesn't loop.
OLDMS02gameover7NL	Sad strings game over sound. Doesn't loop.
OLDMS08levelup2NL	Harp level up music. Doesn't loop.
OLDMS08levelup2NL	Short activation or item use sound.

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

Fiverr: https://www.fiverr.com/share/3ANgBA

My youtube channel: https://www.youtube.com/channel/UC4VDqCemkinb-P8hi1l2sXQ

My twitter: https://twitter.com/escalonamusic