
90s retro sounds 2

Adventure



Introduction

Thank you very much for using "90s Retro Sounds 2- Adventure" (hereinafter referred to as "this software").

This software is a product created by Takayuki AMANUMA, and it is a collection of music data that can be used in the game production support software "Maker" series.

About this software

This software is a collection of music materials created to mimic the atmosphere of 1990s consumer RPGs. It is what is called "chiptune", but instead of the iconic "bleeps", the tracks are created through sampling actual instruments while restricting the number of simultaneous sounds allowed, simulating the hardware limitations of the old days giving it a unique atmosphere. This software contains 10 tracks intended for various event scenes of a story. We hope these works could add a nostalgic atmosphere to your work and serve fans of the '90s RPGs well.

Included music

No.	Titles	File name	1 loop time
1	Like a cloud, like the wind	retrosound290_adv01	1'12"
2	Far Horizons	retrosound290_adv02	0'48"
3	Darkness and heartbeat	retrosound290_adv03	1'26"
4	In the Great Forest	retrosound290_adv04	1'16"
5	The Frozen World	retrosound290_adv05	0'57"
6	A Tousand Years of Reminiscence	retrosound290_adv06	1'09"
7	Sacred Corridor	retrosound290_adv07	1'14"
8	Unfurl the sails.	retrosound290_adv08	1'25"
9	Beyond the sea and sky	retrosound290_adv09	0'55"
10	Migratory Birds	retrosound290_adv10	0'41"

System Requirements

System capable of running "RPG Maker MZ" and "RPG Maker MV".

How to use this software

Please follow the bellow steps when you install materials data to RPG Maker MZ and RPG Maker MV.

1. Run the editor of RPG Maker MZ or RPG Maker MV and open the project to which you want to add materials to.
2. Select [Tools]> [Resource Manager] from the main menu.
3. The [Resource Manager] screen will be displayed.
4. Select the "audio/bgm" folder. (If there is no folder, manually create a "bgm" folder in the project folder under the directory your_project_folder/audio)
5. Click the [Import] button at the screen's top right.
6. Select the folder that contains the materials.
7. Select the materials file you want to add.

* If you want to use other Maker series, please refer to the manual included with each Maker series and import the materials.

END USER LICENSE AGREEMENT

IMPORTANT, READ CAREFULLY

This asset is a product for RPG Maker MZ and RPG Maker MV, however, the terms and conditions of use are subject to the terms and conditions in the URL below. Please refer to the following

URL.

<https://rpgmakerofficial.com/support/rule/?id=2>

Your game must include additional documentation that clearly indicates the use of the Product and the following copy:

(C) Takayuki AMANUMA

Developer

Music : Takayuki AMANUMA (<https://natural-wings.net>)

Illustration : Masako Motoyama (<https://kotkotri.tumblr.com>)

Publisher

Gotcha Gotcha Games Inc.

Customer Support

<https://rpgmakerofficial.com/en/contactform/>

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* NOTE: We cannot answer any inquiries that are not related to the Product and/or how to use the Product.

Official Store:

<https://rpgmakerofficial.com/>