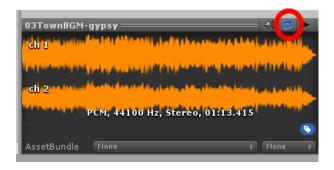


This is a set of royalty-free musical tracks suitable for town settings. There are the typical BGMs for calm town settings and some unusual ones, such as one for a Gitano village and one for an Andean town setting.

All the tracks have loop points within the file itself, so it is easy to make the music loop forever. Some engines, such as Unity, properly detect the loop points.



You are free to use these tracks in any kind of project, and there is no need to credit the composer at all. However, if you want to include me in the credits, you can find my information at the end of this document.

The following is a detailed list of the contents, including the time data at which the loop points are located (in seconds). This information could be useful if you want to convert the files to a different format and need to re-asign the loop points or if you need to manually set the looping. As they are, the loop points produce 0 digital noise at the moment of looping.

File name	Instruments	Loop start	Loop end
		1	,
01TownBGM-guitar.WAV	guitar	3.407098	55.656961
02TownBGM-harp.WAV	harp	3.22085	73.34705
0303TownBGM-gypsy.WAV	guitar, violin, castanets	3.833311	69.11444
04TownBGM-andean.WAV	pan flutes, chajchas	16.417256	77.694580
05TownBGM-guitar.WAV	guitar, flute	6.031088	90.990317
6TownBGM-piano.WAV	piano, violin	6.238889	97.574898

\*05TownBGM-guitar.WAV was already included in my Action RPG Music Free pack as 01town1.WAV.

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

E-mail: <u>vgcomposer@outlook.com</u>

My youtube channel: <a href="https://www.youtube.com/user/escalonaparra">https://www.youtube.com/user/escalonaparra</a>

My twitter: <a href="https://twitter.com/vg">https://twitter.com/vg</a> composer

My soundcloud: <a href="https://soundcloud.com/vgcomposer">https://soundcloud.com/vgcomposer</a>

My other assets:

http://u3d.as/LY0 http://u3d.as/1nhW

https://vgcomposer.itch.io/action-rpg-music-free

https://vgcomposer.itch.io/eurobeat