

# Casual Game Music Pack Vol. 2

John Leonard French

The casual game music pack Vol. 2 is the follow up to my 2013 casual music pack, with more tracks, loops and sounds designed for casual and indie games of all kinds. The music in this pack is designed to be useful in various titles and I hope you'll use my music in a number of projects, both now and in the future.

## High Quality

Using industry quality equipment and production techniques, all of the music in this pack has been created and mixed to a high standard.

## Perfect Loops

My loops start with the reverb tail from the end of the track and loop at the zero crossing point of the audio wave. Why does this matter? it means that your loops won't pop click or sound funny, they'll just play on and on in perfect time.

**Important:** All of the tracks are provided as 44.1khz, 16bit, (CD quality) uncompressed stereo .wav files. ready for import into your project. If you intend to compress the files, please be aware that some compression formats, such as mp3, will not loop properly. Some game engines (such as Unity) provide options to loop mp3s.

## Edits, Loops and Parts

Wherever possible I've included different edits and loops for maximum creative flexibility and with a variety of versions to choose from, you'll always find the track that fits. For a consistent set of music I've matched the main title theme in this pack to the two level themes.

## Track revisions and edits

If you've bought the track and would like something reworked, an instrument removed, a loop shorter (or longer) or something slower or quicker then please get in touch and I'll be happy to help however I can.

## Contact

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Use this music, as much as you like, in any project, now and in the future, an unlimited number of times. Feel free to also use it in trailers, videos and other promotional material.

## Track List

Track	Description	Edits / Loops
Downhill Chase	Frantic and upbeat, this looping track is designed for lively scenes or quick-paced chase games.	Loop only
Downhill Chase 2	Cheerful and melodic this chase music is also good for title screens and comes in a variety of edits.	Loop (Full loop & short loop) Full (Full track, 30s edit & 20s edit) Parts (Start, end & 3 section loops)
Item Store 1	Shopping music, for in-game stores.	Loop only
Item Store 2	Lounge themed music for in-game stores.	Full track Short Track Full Loop Parts (Start, end and a sting)
Main Theme	First Steps' this pizzicato and violin track was written just for the pack. The following level tracks have been written to match the style of this main theme.	Full track only
Level 1	Matched to the 'First Steps' title theme, this level track is calm and pretty.	Full Track Full Loop Medium Loop Short Loop
Level 2	This harp track develops the main theme with a digital crescendo.	Full track Loop Short Harp Loop
Loading	A serene, ethereal loop for loading screens.	Loop (with melody) Loop (chords only)
Scores	Lively, upbeat music for energetic scores screens. Loops provided for dynamic music including clapping loops and parts.	Full track Short Track Parts (4 Loops and 1 ending)
Bonus Track "Teddy"	A cute and cheerful piece, originally written for an advert about a boy and his Teddy.	Full Track Short Track
Bonus Track "Sneaky Loop"	This sneaky sounding pizzicato track was originally a draft track for this collection. With a different theme to the other tracks it's offered as a free bonus instead.	Loop only

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