



Enemy Music includes **TEN** professionally created video game tracks, as well as **FOUR** looping percussion rhythms, **TWO** alert FX and **FOUR** bonus tracks taken from the popular Combat Collection.

PROFESSIONAL QUALITY

Created and produced with industry quality instruments, effects and techniques, this is professional quality music at a low price. Tracks are provided as CD quality WAV files ready to be imported and compressed as you like.

SEAMLESS LOOPS

No pops, no clicks, no gaps. All of the looping tracks in this pack have been created to loop seamless by cutting the sine wave at the zero crossing point and adding the reverb tail to the start of the track.

CUSTOM WORK

For custom soundtracks and original music for your game, I'm available to hire at very reasonable rates. I'd also be happy to support Kickstarter campaigns and I'm open to collaborations. I want to make good game music, affordable. For more information visit www.johnleonardfrench.co.uk/original-music

johnleonardfrench.co.uk
professional music | indie budget

TRACK LIST

Track	Edits Available	Duration	Description
Assassins	- Loop - Loop (percussion only)	0:25	A short piano, string & percussion loop for general use
Bandits	- Loop - Loop (percussion only)	0:27	A sneaky & disturbing loop for general enemy use.
Big Percussion	- Full track - Loop	1:11	Medium scale percussion music, with rising string clusters. For energetic, close quarters fighting.
Boss Loop	- Loop	1:22	Large scale orchestral track with choir, anvil, percussion & stabbing strings. For the big fights.
Chasing Loop	- Loop	0:20	Medium paced chase music with a dungeon feel.
Dark Background Loop	- Loop	1:20	An ambient background track with rumbling bass textures and eerie string FX. For tension and atmosphere.
Enemies	- Full Track - Loop	2:24	An epic industrial / orchestral enemy track for bosses or multiple enemies.
Evading	- Loop	0:29	Modern, pulsing loop for finding a hiding spot after being found.
Horror Ambience	- Full Track - Loop	2:06	A dark, ambient track with pulsing synths, bowed metals and FX. For exploration and atmosphere.
Skeletons	- Loop	0:42	Medium paced, with bone-rattling percussion. For fewer, underground enemies.
Rhythms & FX	- Clockwork Loop - 'Enemies' Percussion Extract - Ethnic Loop - Kit Loop - x2 Alert Stings - Suspense Strings Loop		A selection of basic percussion rhythms and alert FX for a variety of uses.
<i>Frantic Battle (Bonus*)</i>	- Full Track - Loop - Start / End Hits	1:40	<i>Frenzied, large scale, orchestral boss music.</i>
<i>Lurking Loop (Bonus*)</i>	- Loop - Instrument Stems x3	0:48	<i>Serious, dark brooding loop.</i>
<i>Ring of Death Loop (Bonus*)</i>	- Loop	0:36	<i>Intense Ethnic Percussion for Close Combat.</i>
<i>Team Assault Loop (Bonus*)</i>	- Loop	1:29	<i>Minimalist bass track with flurries of percussion.</i>

* These bonus tracks are also available in the **Combat Collection PRO Edition**