

www.jshaw.co.uk

Hello and **THANK YOU** for checking out my music library, **RPG Orchestral Essentials!**

In this pack, you will find 60+ musical effects for saving the game, resting at inns and more! Each of the 3 themes have 11 different variations using different orchestral instruments, all provided with a DRY version (with minimal reverb) and a WET version (with optimized reverb).

If you like what you hear then you are a fine connoisseur, but if you would like to support my work further, do please consider buying the full library or supporting me on [Patreon](#).

FAQ / EULA

- **Where can I use these tracks?**
 - These MFX can be used in **any project!** While they are intended for use in video games, they can be used in other mediums (if you can make them fit, kudos!)
- **Do I have to credit/attribute you if I use these in my project?**
 - **Attribution is optional** (but deeply appreciated!). If you want to attribute, here is an example of what to write in your credits list (or on [IMDb](#) if you want to!):

"RPG Orchestral Essentials – Music Effects"

Composed by Jonathan Shaw

(www.jshaw.co.uk)

For the full terms, check the EULA of the marketplace you are browsing. Otherwise, please see [HERE](#).

Can you create new Tracks or Music Effects for my project?

I most certainly can! Feel free to check out my [commissions page](#) or contact me below!

CONTACT ME

If you have any other questions or comments, or if you used the music effects in your project, I'd love to check it out (and would gladly accept a free copy of your game!) Feel free to contact me at:

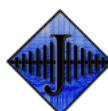
- inspectorjshaw@gmail.com

Or visit my website at:

- www.jshaw.co.uk

I wish you the best of luck with your projects!

-Jonathan Shaw / InspectorJ





Terminology

“01-02:” – A categorization method I use to group similarly sounding music effects. The first number indicates a certain musical theme, while the second number indicates a variation on that theme using different instruments, always in this order:

- 01** = Piano A (Regular)
- 02** = Piano B (Soft)
- 03** = Organ A (Heavy)
- 04** = Organ B (Light)
- 05** = Harpsichord
- 06** = Celesta
- 07** = Music Box
- 08** = Harp
- 09** = Guitar (Acoustic)
- 10** = Small Ensemble
- 11** = Large Ensemble

“DRY”: – The sound has as little reverb as possible, allowing you to tailor the sound as you see fit with your own specific reverb to fit your scene with precision.

“WET”: – The sound has been enhanced with optimal reverb to help blend quickly and seamlessly into your soundtrack with minimal work.

“WET-FX”: – The “WET” version of the sound, but with additional effects added for a bonus variation. (*Only on the “Mystery” effects to enhance their creepiness.*)

SPECIAL THANKS AND ATTRIBUTIONS

Virtual Instruments

With many thanks to the **Vienna Symphonic Library**, **EastWest**, and **Spitfire Audio** for their incredible virtual instruments used to create the MFX in RPG *Orchestral Essentials*. I highly recommend checking out their amazing sample libraries if you haven't already.

Logo Artwork

The fantasy landscape art used in the logo for *RPG Orchestral Essentials (MFX)* was commissioned from the brilliant artist, **Naska** (*artwhelve*). Please do support her incredible work:

<https://www.instagram.com/artwhelve/>

Check out the rest of RPG Orchestral Essentials!





RPG ORCHESTRAL ESSENTIALS (MFX)

| MFX THEME | Suggested Uses (but not limited to): | File Formats* | Sample Rate | BitDepth* | Channels |
|----------------|--|-----------------------|-------------|-----------|----------|
| "Discovery_01" | Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Discovery_02" | Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Discovery_03" | Discover New Area, Village First-Entry, Rest at Inn, Quest Accept | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_01" | Item Break, Low Power/HP, Craft Fail, Quest Fail, Negative Status, Mild Shock | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_02" | Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_03" | Item Break, Low Power/HP, Craft Fail, Quest Fail, Negative Status, Surprise | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_04" | Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power/HP | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_05" | Negative Status, Shock, Danger, Surprise, Low Power/HP, Item Damaged | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_06" | Negative Status, Danger, Surprise, Hidden Area, Low Power/HP, Item Damaged | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_07" | Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_08" | Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Failure_09" | Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Mystery_01" | Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Mystery_02" | Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Mystery_03" | Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Save_01" | Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Save_02" | Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Save_03" | Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Shock_01" | Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Shock_02" | Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Shock_03" | Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_01" | Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_02" | Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_03" | Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_04" | Healing, Poison Cure, Curse Lift, Save Game, Skill / Recipe Learnt, Joins Party | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_05" | Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_06" | Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill / Recipe Learnt, Joins | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_07" | Level Up, Quest Complete, Joins Party, Grand Item Found, Skill / Recipe Learnt | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_08" | Level Up, Quest Complete, Joins Party, Grand Item Found, Skill / Recipe Learnt | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |
| "Success_09" | Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt | WAV / OGG / MP3 / M4A | 44100 | 16 / 24 | 2 |

*File Formats and Bit-Depth will vary depending on the version you purchase and the audio format requirements of the marketplace you are browsing. Please read the description of the product page where you found the library to see which file format and bit-depth are used for that version.