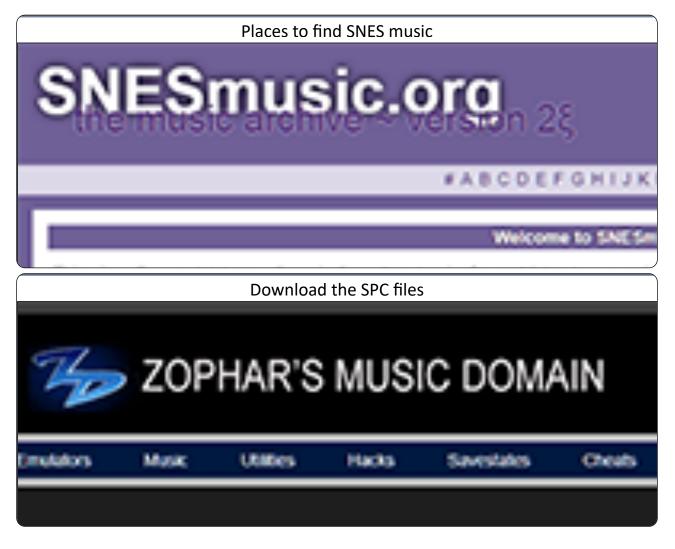
This tutorial was originally uploaded to Twitter as a series of posts.

I often browse through music from old obscure SNES games or midi files looking for background music for my little games. That's my usual approach. Maybe I'll find something good I haven't used yet.

🌗 IJamie - CT	퉬 Do-Re-Mi Fantasy (Milon no DokiDoki)
7th Saga, The [Elnard] (1992)(Produce!)(Enix)	Dragon - Bruce lee Story
\mu ActRaiser (1991)(Quintet)(Enix)	퉬 Dragon Quest VI - Realms of Reverie [Dragon Quest V
🔒 Addams Family 1	] DynamiTracer
🔒 Addams Family 2	\mu Earthbound
\mu Addams Family Values	] Earthworm Jim
📙 Albert Odessey 2	] Earthworm Jim 2
] alcahest	퉬 Energy Breaker
🌗 Arcana [Card Master - Rimsaria no Fuuin]	Equinox [Solstice 2] (1992)(Software Creations)(Sony ]
\mu Arkanoid - Doh It Again [Arkanoid] (1997)(Taito)	📙 ff3e
] asterix & Obelix	\mu ff5
] Bahamut's Lagoon	\mu Final Fantasy - Mystic Quest
🌗 battle clash	\mu Fire Emblem - Thracia 776 (1999)(Intelligent Systems)
🔑 Bio Metal	🕌 Firepower 2000
📙 Blues Brothers, The (1993)(Titus)	🕌 First Samurai (1993)(Vivid Image)(Kemco)
🌗 bob	📔 Flashback
] Bomberman b-daman1	\mu Goof Troop
] Bomberman b-daman2	퉬 gradius3
] Brandish (1994)(Falcom)(Koei)	퉬 gundam
] Brandish 2 - The Planet Buster (1995)(Falcom)(Koei)	📔 Gundam 2
\mu Breath of Fire 2	퉬 Gundam Wing - Fighting
📔 Brutal - Paws of Fury [Animal Buranden Brutal] (1994)(Eurocom)(Gametek)	퉬 Gundam Wing Fighting (custom made)
📔 BS Zelda	퉬 gunproof
] Chrono Trigger	퉬 illusion of gaia
] Chrono Trigger - Spookywest	퉬 Inspector Gadget
] Chrono Trigger Prerelease Soundtrack	퉬 Jim Power - The Lost Dimension in 3D (1993)(Digital (
] Clayfighter	퉬 Kirby Superstar
] Clock Tower (1995)(Human)	퉬 Kirby's Dream Course (EMU).zophar
] DBZ Hyper	퉬 Lagoon (1991)(Zoom)(Kemco)(Kemco)
퉬 Demon Crest	퉬 Legand of Zelda
🌗 Donkey Kong Country 1	퉬 Live a Live
🌗 Donkey Kong Country 2	🐌 Macross
🌗 Donkey Kong Country 2 (no goal tunes)	🕌 Magic Sword (1992)(-)(Capcom)
퉬 Donkey Kong Country 3	퉬 Mario Allstars
< <u> </u>	4





I usually make a list of moods for the scenes in the game. Then I look for music that conveys those moods.

File Edit	Search	Tools Favou	urites Clips	Options	Help
royal che royal qui night mys sexy misc surreal n	irky clas: stery exp :hief act	loration ion			~
					-

...Then I drag shortcuts of the various songs, label them with their moods, and place them into a "possibilities" folder. Then I compare them to each other to figure out which ones work best and sound best together.

possibilities 🗆 🗆 💌 🗙
Search possibilities     ✓     49     Search pos     ✓
Organize 🔻 Include in library 🖛 » 🚯 🖛 🗔 🔞
<ul> <li>night mystery exploration - night exploiration adventure - afam2-04</li> <li>odd mysterious surreal mischief - surreal mischief - 10 Break</li> <li>royal cheer - royal innocent cheer - 04 In the Town.spc</li> <li>royal cheer - royal innocent cheer - 10 Lively Village.spc</li> <li>royal cheer - royal normal - rpg_design_11</li> <li>royal quirky class - 22 How to Cross an Ocean.spc</li> <li>royal quirky class - weird ominous class - 19 Satan's Castle.spc</li> <li>sex - Num-kim</li> <li>surreal nature paradise - surreal oasis reveal - 43 Calm Disrupted.spc</li> <li>surreal nature paradise - surreal paradise - 07 Inviting Village.spc</li> <li>surreal nature paradise - surreal paradise - Freeze.wav</li> <li>surreal nature paradise - surreal paradise - Freeze.wav</li> <li>surreal nature paradise - surreal paradise - 24 Pegasus.spc</li> </ul>
12 items

I pick the best ones out of the possibilities and copy their shortcuts out of that folder. Then a open the original songs and export them to WAV files. If it's a midi song I usually replace the instruments with a better soundfont like Musica\_Theoria\_v2

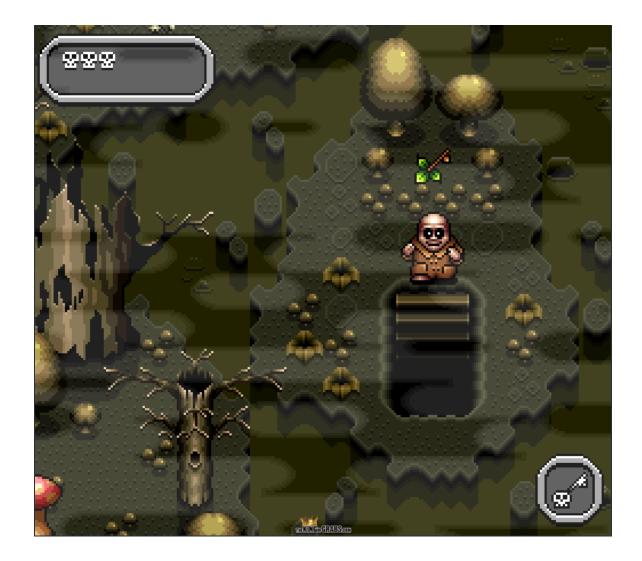
THE - PUSSLEY mono stareo	Winamp Preferences	Output plug-ins (currer Nullsoft Disk Writer p DirectSound output v Lame MP3 Writer plu waveOut output v2.0 Nullsoft WMA Output	Icebox (afam2-04)  ICebox (afam2-04) ICebox (afa	In The Town	Satan's Castle - Satan's Castle - Satan's Satan'
	Input Output Visualization DSP/Effect General Purpose Skins Bookmarks Close	Configure	Num-kim Num-kim Num-kim A.wav Num-kim B.mp3 Num-kim B.mp3 Num-kim B.mp3 Num-kim Lifar Num-kim Lifar	Inviting Vilage	



you would expect considering how primitive the game looks. It's

impressively well composed and very moody.

Downloads Humbird0's Lab - Tutoria...



**Dragon Quest VI** from the SNES seems to have a lot of thematically useful music. It even has some leit motif which gives many songs similar melodies, making them seem to belong together. Could be useful. RPG's tend to have a useful variety of musical themes.



I cut the songs into clean loops and encode them as mp3's for my RPG Maker. I use a program called **mp3loop** to resample the loop portions very slightly and encode the mp3's in a way that allows them to loop seamlessly without the audible gap you'd normally get.

princess_hypno-king 💷 🔍
O ▼
Organize 🕶 🛸 👬 🖝 🚺 🕢
<ul> <li>ISRC</li> <li>night-mystery-exploration.mp3</li> <li>night-mystery-exploration_intro.mp3</li> <li>royal-cheer.mp3</li> <li>royal-quirky-class.mp3</li> <li>sex.mp3</li> <li>sex_intro.mp3</li> <li>surreal-nature-paradise.mp3</li> </ul>
I SRC File folder

🛃 Downloads