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These tracks are royalty-free – you don't have to pay me anything extra! – provided that you follow the terms set out in the license (see "License – RPG Orchestral Essentials.pdf"). In short, all you have to do is give attribution (e.g. mention the track in the credits list of your project).

Each track loops seamlessly at least once, and ends abruptly with natural trailing reverberation, allowing you to either set seamless loop points or match the tracks to a dramatic scene.

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 supporting me on [Patreon](#).

(Brief) End-User License Agreement (EULA)

- **Where can I use these tracks?**
 - These tracks 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, I applaud you!)
- **Do I have to credit/attribute you if I use these in my project?**
 - Yes! A lot of blood, sweat and English tea went into creating these tracks, so if you use them, do please **mention the track(s) in the credits list**. A good format is:

“[Track Title]”

Composed by Jonathan Shaw

www.jshaw.co.uk

- **Can you compose a new track for my project?**
 - I most certainly can! Feel free to check out my [commissions page](#), or contact me below!

(For the full EULA, feel free to visit: <https://www.jshaw.co.uk/RPG-Orchestral-Essentials-eula>)

CONTACT ME

If you have any other questions or comments, or if you used the tracks in your project, I'd love to check it out! Do feel free to contact me at:

- inspectorshaw@gmail.com

Or visit my website at:

- www.jshaw.co.uk

I wish you the best of luck with your game!

-Jonathan Shaw / InspectorJ

