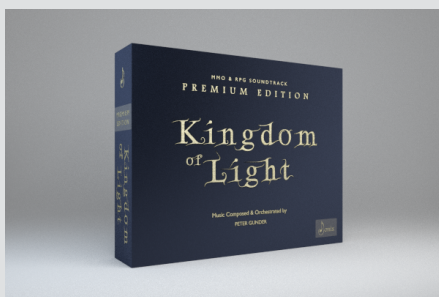


Kingdom of Light

Professional video game music library
by Bonix Music.



Kingdom of Light is a professional music library for game developers of RPG's, MMO's and high-fantasy adventure type games. Inspired by the big screen, Kingdom of Light will enhance your game with a symphonic underscore and audio cues to match your rich environments. Ranging from epic battles, tavern music, to mystical cues, this is a perfect all-in-one solution or great addition to expand your existing professional music library. This product is available in Premium, Basic, Standard Editions, Modules, or individual tracks.

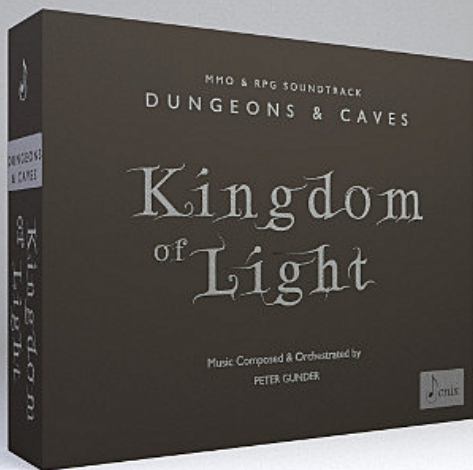


KoL - Premium Edition includes all songs from every KoL-Module to deliver 192 minutes of symphonic music ranging from Combat, Themes, Towns & Taverns, Haunted Nature, Dungeons & Caves, Mystical, to breathtaking Time of Day scores and Special Cues to enhance your high-fantasy environments. This music library is for games with a landmass ranging from 5 to 15+ sq. miles or to increase your current in-game music by over 3 hrs!

KoL - Standard Edition includes everything needed to complete your mid-size RPG's musical needs. A huge selection of symphonic music from all 10 modules ranging from Combat, Towns & Taverns, Dungeons & Caves, Haunted Nature, to breathtaking Time of Day scores and Special Cues to enhance your games. This music library is for games with a landmass ranging from 3 to 10+ sq. miles with nearly 2 hrs worth of music!



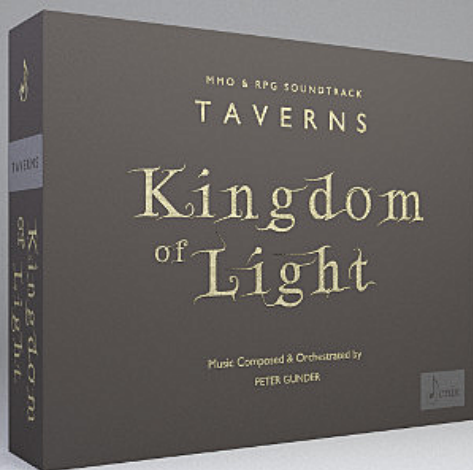
KoL- Basic Edition includes a selection of orchestrated music from 8 modules ranging from heroic battles, close combat, to huge scenic cues. This music library is recommended for high-fantasy games with a landmass ranging from 1-5 sq. miles or to increase your current professional in-game music.



KINGDOM OF LIGHT - DUNGEONS & CAVES

13:39 total time / 5 cues

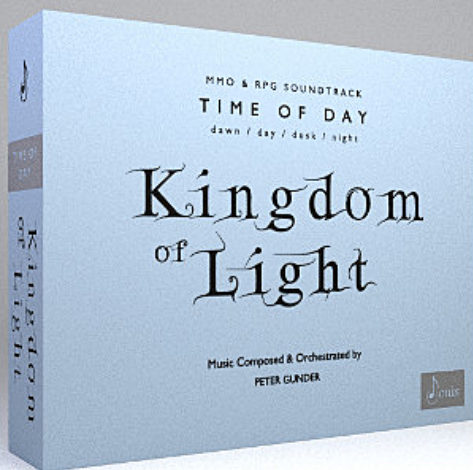
KoL - Dungeons & Caves module brings a dark and an ominous feel to your dungeons, caves, and other zones which require a touch of dark mystery. Breaking the mold of the other KoL modules, D&C adds subtle ambient fx while still remaining cohesive to the rest of the Kingdom of Light library. Included is a merged track of all 5 cues for convenience. Listen to full tracks below!



KINGDOM OF LIGHT - TAVERNS

11:48 total time / 6 cues

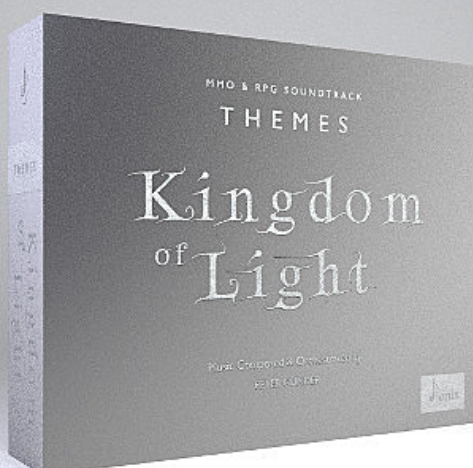
From the KoL-Town & Taverns Pack, KoL-Taverns Module transports the world famous Traveling Tavern Band to perform in your taverns and pubs. Armed with exotic flutes, percussions, fiddles and other stringed instruments, this music will cause your citizens to lay down their weapons and enjoy a nice cold honey brew and a lively jig for those fellows lucky enough to find a unbearded lady dwarf. Check out full songs below.



KINGDOM OF LIGHT - TIME OF DAY

1:03:40 total time / 25 cues

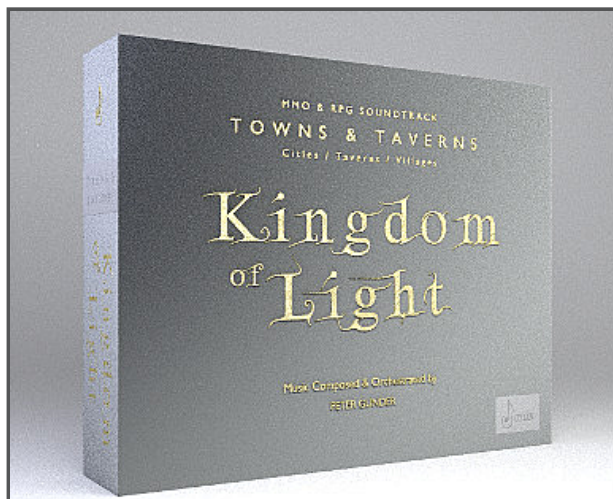
KoL - Time of Day Module brings a first of its kind to the hands of game developers for high-fantasy adventure type games. These symphonic cues are categorized to match Dawn, Day, Dusk, and Night scenes for those working with a dynamic global lighting system. With over 60 minutes worth of music, those who have a standard time of day in game will still be delighted by the quality and versatile tracks ranging from intimate solo instruments to full orchestra scores. Also included in this module are short transitional pieces for zone entrances or inbetween cues. Listen to full tracks below!



KINGDOM OF LIGHT - THEMES

14:13 total time / 4 cues

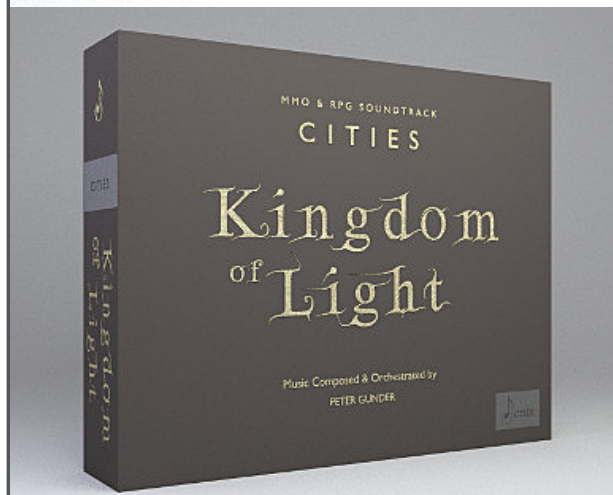
KoL - Themes Module delivers cinematic music themes in a huge way! Epic in nature, these scores tell a story of the glory of an ancient kingdom in a high-fantasy world full of adventures. Like all of our KoL modules, Themes takes advantage of the full orchestra with a royal brass section, soaring strings, intimate wood winds, and big orchestra percussions. Well suited for main Title Themes, Capital City Themes and music menu selection. Listen to full tracks below!



KINGDOM OF LIGHT - TOWNS & TAVERNS

30:19 total time / 14 cues

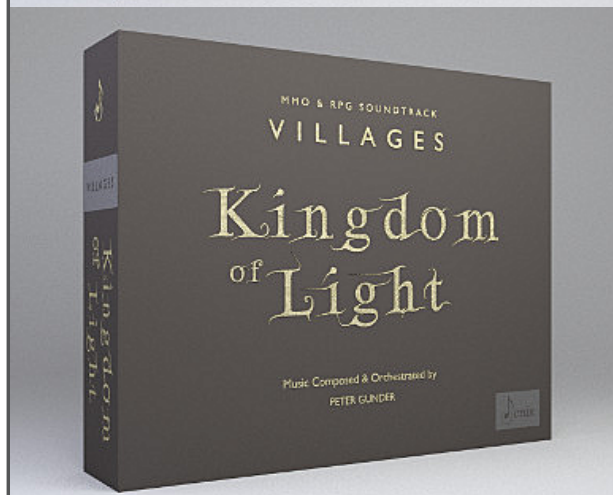
KoL - Towns & Taverns Module library brings 3 modules in one for a discount. Included modules are Cities, Taverns, and Villages. This is an excellent choice for those needing high-fantasy urban music from big city themes, fiddle player in the tavern and idealistic village music. Breathe life into your towns with this high quality music library. Listen to all tracks below!



KINGDOM OF LIGHT - CITIES

09:18 total time / 4 cues

Taken from the KoL-Town & Taverns Pack, KoL-Cities Module delivers high quality cinematic music for majestic capitals and other cities. Fanfares, lush strings, big percussions & subtle choirs marks this great sounding module with the flexibility to be used as themes or adventure music. Check out full songs below.



KINGDOM OF LIGHT - VILLAGES

09:43 total time / 4 cues

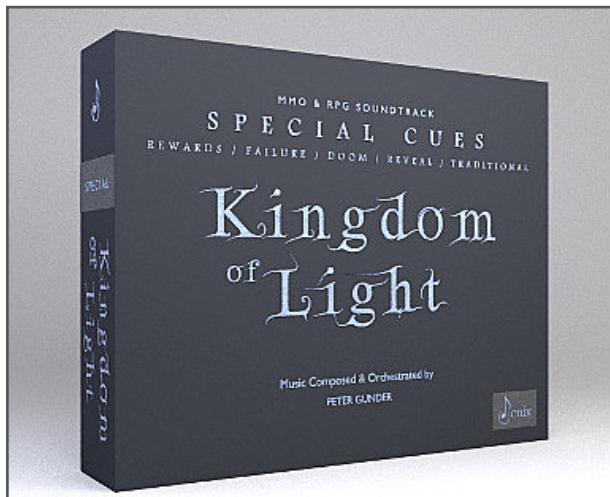
From the KoL-Town & Taverns Pack, KoL-Villages Module brings character and charm to your villages and small towns in a way that only great music can. A safe haven, charm and light-hearted describes these exquisite soundtracks. Listen to full songs below.



KINGDOM OF LIGHT - MYSTICAL

12:48 total time / 4 cues

KoL - Mystical is laced with a subtle magical touch with hints of high-fantasy music that is found in the rest of the KoL library to bring a coherent underscore to your games. Supporting children's choir, female and male choirs, ethereal harmonic chord structures, wind chimes, and lush string passages are the signatures of this exotic library. Listen to full tracks below!



KINGDOM OF LIGHT - SPECIAL CUES

32 cues

KoL - Special Cues Module brings ear candy and much more to the listeners ears as they travel through your world. These cues have been carefully crafted with multiple layers to **enhance special events and discoveries in game**. Has your character discovered a dungeon, cave, or some other dreadful place? Play one of the Doom cues. Have they learned something new or leveled? Use the Reveal or Reward cues. Instead of playing the same cue for death everytime, try a random Failure cue for variety. Special Cues are categorized into Rewards, Failure, Doom, Reveal, and Traditional with 6 in each category for interest and quick easy placement. Listen to all tracks below!



KINGDOM OF LIGHT - COMBAT

028:03 total time / 17 cues

KoL - Combat delivers epic battle music on a grand scale and close range combat.

6 Full Battles are created for epic battles of armies, final battles, and boss fights. Three Full Battle tracks include an additional loop version. The other three naturally loop back in time.

9+ Skirmishes are made for a variety type of battles from small to large to boss fights. All loopable, these go beyond the typical drum loop patterns. As loops progress, layers are added to bring more tension and interest as one would expected in battles.

Listen to full tracks below!

ATMOSPHERIC SOUND DESIGN
SCI-FI MUSIC LIBRARY

TITAN

www.BONIXMUSIC.com

TITAN brings together 3 popular Atmospheric Sound Design libraries with the addition of new exciting content. Included in this huge library are ASD v1, ASD v2, and ASD Sci-Fi v1. With over 40 tracks, this sci-fi library gives cues for various spacecrafts of humanoid and alien, highly processed celestial bodies cues, and various drone and melodic tracks.



Atmospheric Sound Design is a superb collection of 10 surreal atmospheric cues. It includes 5 highly processed atonal tracks and 5 tonal ethereal tracks. These are perfect for sci-fi, menu music, dungeons, dark scenes in first person shooters, or suspense sequences. Want that cool Hollywood film like atmospheric sound in your games?



ASD Volume 2 extends the palette of moods from mystical-serenity to dark-tension. 10 processed drone-like soundtracks to enhance just about any scene. These are perfect for sci-fi, menu music, dungeons, dark scenes in first person shooters, suspense sequences or peaceful settings. Want that cool Hollywood film-like atmospheric sound in your games?



ASD Sci-Fi v1 breaks the typical mold of your sci-fi collection of sounds. Not only does it come with exotic ambient sound cues, it also includes amazing vessel loops ranging from a gigantic human mothership, mid-size, to shuttle and alien versions of each. Complex layers have been carefully processed and mixed to give these atmospheric cues interest, yet subtle feel to enhance the mood of your game.



AUDIO TOUCH

GUI AUDIO

GAMES

APPS

TRANSITIONS

- ~175 audio cues Designed for Game and Application UI
- ~20 Fun and Versatile Custom Styles
- ~20 Transitional Audio Cues
- ~Additional Standard Clicks and Chords
- ~CD Quality

AUDIO TOUCH library supplies the audio files to enhance the user's experience by giving audio tactile feedback expected in today's games and applications. To make the selection process fast and easy for developers, 20 Custom 'Styles' are grouped to help in selecting coherent sounds quickly. Delicate, Digital Insects, Sweet Ride, Console, Flavored Dice and Next Gen are just a few of the styles you'll find. Audio Touch also includes basic clicks of various flavors, processed clicks, game selection tones, chords, and multiple transitions. The 20 Transitions are great for screen switching, fill-in short music, power-ups, level-ups, your company logo pop-up screen or other audio cues.



Epic Battle Cinematic Soundtracks is a collection of 5 premier songs from The Epic Battle Construction Kit. It includes long as well as the short version of each song. Battle drums, ripping guitars, battle horns, aggressive stings are just a taste of what you'll hear.

Epic Battle Mammoth Drums is a collection of colossal drum loops derived from Epic Battles Cinematic Soundtracks. Japanese taiko, deep timpanis, exotic gongs, and concert anvils are just a few of the percussion instruments you will hear in these cinematic loops.



Happy Music is a collection of 5 unique fun soundtracks. Excellent for sider-scrollers, opening music, themes, transitions or wherever you need upbeat and fun music! Each song has at least 3 different speeds to give you the flexibility in making the 'perfect' selection to fit the pace of your game.



Cinematic Fantasy Master Collection is a music suite of 8 high fantasy soundtracks in Hollywood style. Feel the cinematic music magically transport you to other-worldly environments as you listen to these orchestrated fantasy scores. Well suited for themes, RPG's, children's media, MMOG's, and a variety of other settings where you want that fantastical mystical touch.



Haunted Nature brings six haunted environment loops with 2 layered fx/music cues for each environment to enhance the mood even further. Includes cave, mountain top, forest, jungle, canyon, and old town beddings. These are great for tight budgets needing atmosphere with the option of added sound fx and music.



Symphony of Suspense is a great collection of stingers, swells, cues, and loops to enhance your dramatic games. Excellent for menu music, cut scenes, transitions and ambient backgrounds. These soundtracks are inspired by classic films, ranging from somber-uneasy to classic suspense. Bring that classic hollywood sound into your next video game.
10 cues - 10 Loops - 7 Swells - 8 Stingers