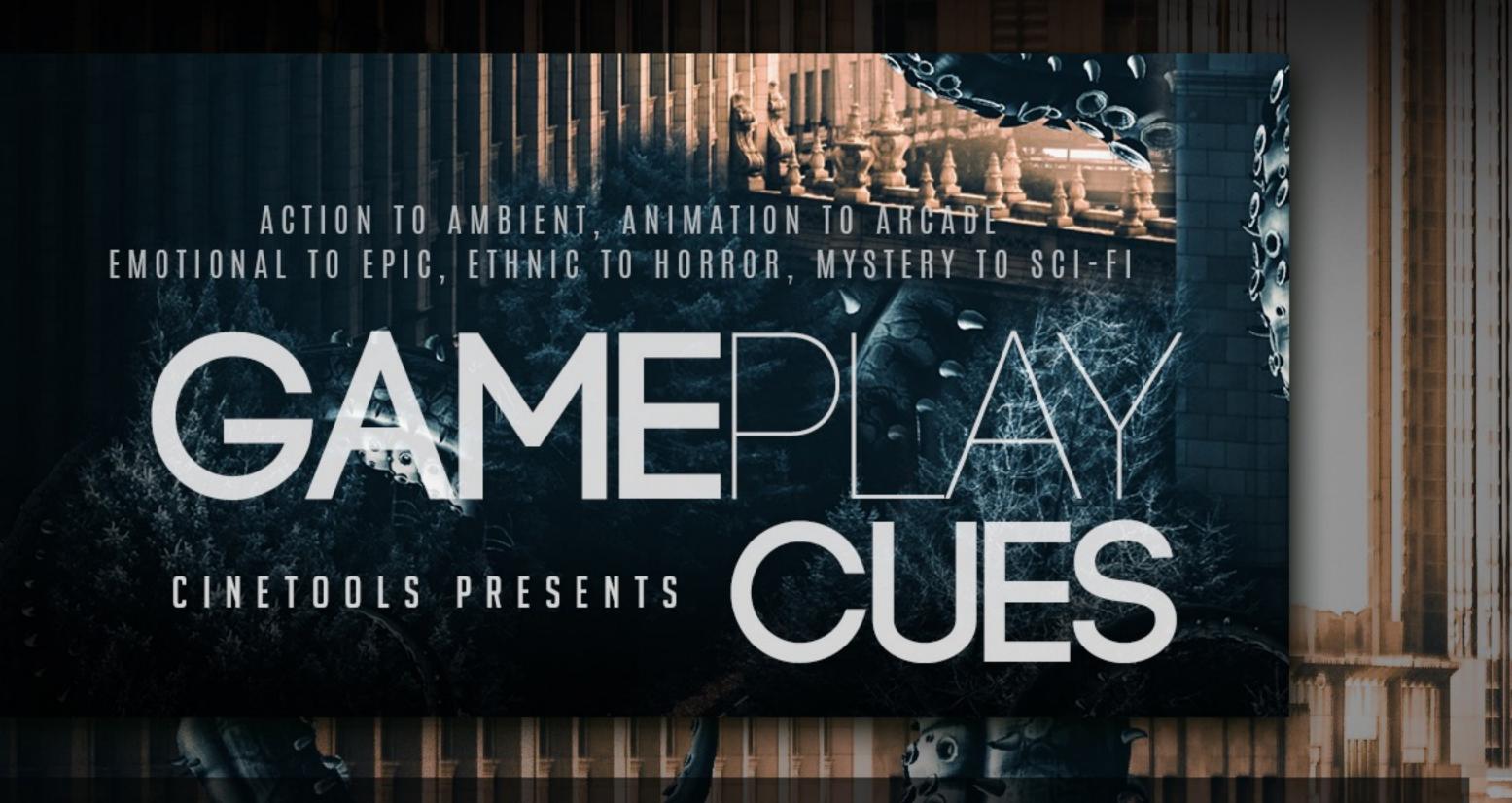


ACTION TO AMBIENT, ANIMATION TO ARCADE EMOTIONAL TO EPIC, ETHNIC TO HORROR, MYSTERY TO SCH-FI

# 

CINETOOLS PRESENTS



Every game needs music and it plays a key role in drawing players in. Good gaming music can amplify immersion within the virtual world and can be as evocative and detailed as those in films, offering powerful listening experiences on their own. But creating an original soundtrack takes a lot of time. Don't worry we are here to help you to find the perfect musical expression for your next production with our newest library "Gameplay Cues"; featuring a comprehensive collection of video game background music and a good variety of moods from Action to Ambient, Animation to Arcade, Emotional to Epic, Ethnic to Horror, Mystery to Sci-Fi and perfectly fits anything you want to add. Are you ready to enhance the video games with us!

All sounds are tempo labeled for flexibility and delivered in industry-standard 24bit / 96kHz to ensure the highest quality for today's cinematic production needs. So what we can say, this series will give you freedom to create instant movie trailers like a PRO in a seconds! Crank up the power of your next project with us!

#### TECH SPECS:

4.2GB

24 Bit / 96kHz

255 Files

117 Game Cues + 138 Version

010 Action Game Cue

015 Ambient Game Cue + 15 Version

010 Animation Game Cue + 17 Version

010 Arcade Game Cue + 5 Version

010 Emotional Game Cue + 6 Version

011 Epic Game Cue + 21 Version

010 Ethnic Game Cue + 17 Version

014 Horror Game Cue + 19 Version

014 Mystery Game Cue + 20 Version

013 Sci-Fi Game Cue + 18 Version

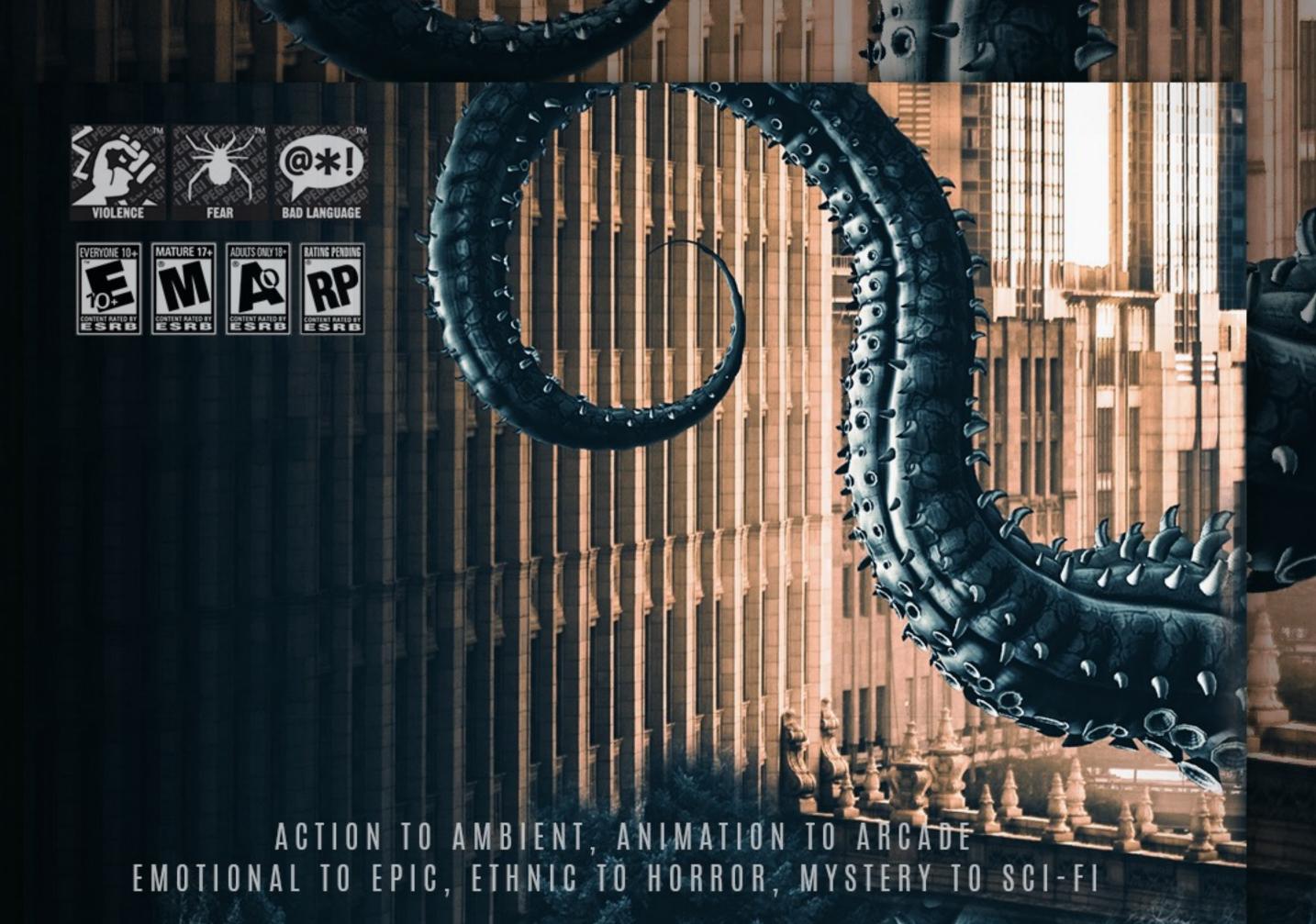
## THANK YOU!

Thank you for enjoying "Gameplay Cues"; featuring a comprehensive collection of video game background music and a good variety of moods from Action to Ambient, Animation to Arcade, Emotional to Epic, Ethnic to Horror, Mystery to Sci-Fi and perfectly fits anything you want to add. Are you ready to enhance the video games with us!

If you have any questions or need anything at all, just let us know. We're always happy to hear from you..

Email: info@cine-tools.com

Thanks! Cinetools Team



CINETOOLS PRESENTS CINETOOLS PRESENTS

#### LICENSE AGREEMENT

By downloading the library you accept the following license agreement:

#### LICENSE GRANT

This license is granted for a single user only (and is given on a worldwide basis). The license is non-exclusive and is granted for the full period of copyright protection and sound samples. No unlicensed use is permitted. All sounds and samples contained in this product are copyrights of Cinetools.

Cinetools allows you to use any of the sounds and samples in the library(s) you've purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees. The Licensee may use the Sounds in combination with other sounds in music productions (which include soundtracks of such as films, video productions, radio/TV programs or commercials, computer games and multimedia presentations, library music), public performances, and other reasonable musical purposes within musical compositions.

The Licensee may modify the Sounds and may use the Sounds for commercial purposes as part of a musical composition with other sounds.

This license expressly forbids usage of Cinetools products (in particular samples, loops, cues) to create sounds OR other content for any kind of virtual instrument, sample library, sample-based product, musical instrument, or competitive products that are sold or relicensed to multiple third parties. In these scenarios the Licensee must arrange an extension with Cinetools.

In addition, "naked" or "isolated" samples, loops, cues are not to be sold or distributed as individually licensable "stripes", "work parts" or "elements" and cannot be used to create tracks for Library Music.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or programming, through any means, including but not limited to re-sampling, reverse engineering, de- compiling, remixing, processing, isolating, or embedding into software or hardware of any kind. You cannot electronically transfer the sound samples or place them in a time -sharing or service bureau operation or a computer/sampler network.

#### **RIGHTS**

Cinetools retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product.

### REFUNDS

Downloaded libraries can't be returned, so we can't provide refunds or exchanges - unless you have a faulty product. In this scenario, that product will be exchanged for the same product for a period of 30 days - PLEASE be aware that as soon as you've downloaded it, it can not be returned.

## **TERMS**

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Cinetools. The license is terminated if you break any of the terms or conditions of this agreement, or request a refund for any reason. Upon termination you agree to destroy all copies and contents of the product at your own expense.

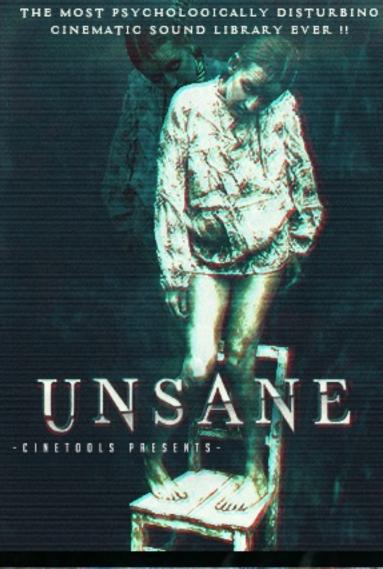
Licenses cannot be transferred or sold to another entity, without written consent of Cinetools.

By purchasing this product you agreed all the terms, conditions and limitations of use contained in this agreement.

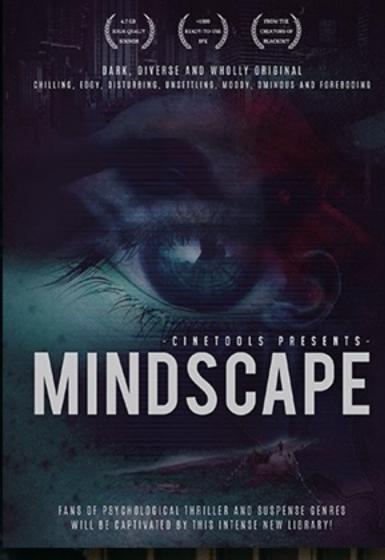












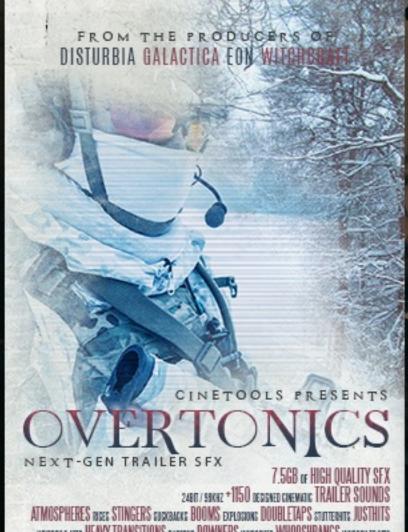


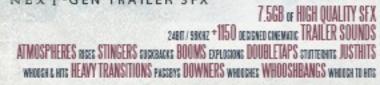








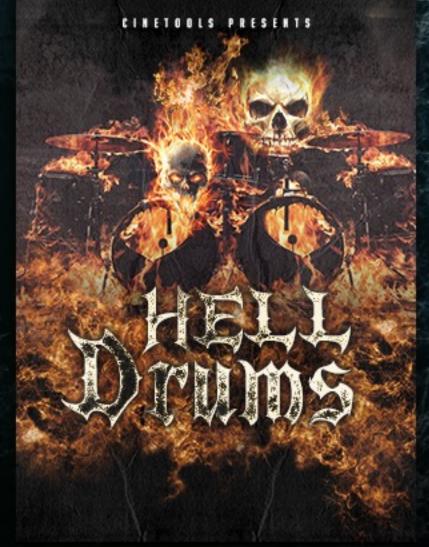


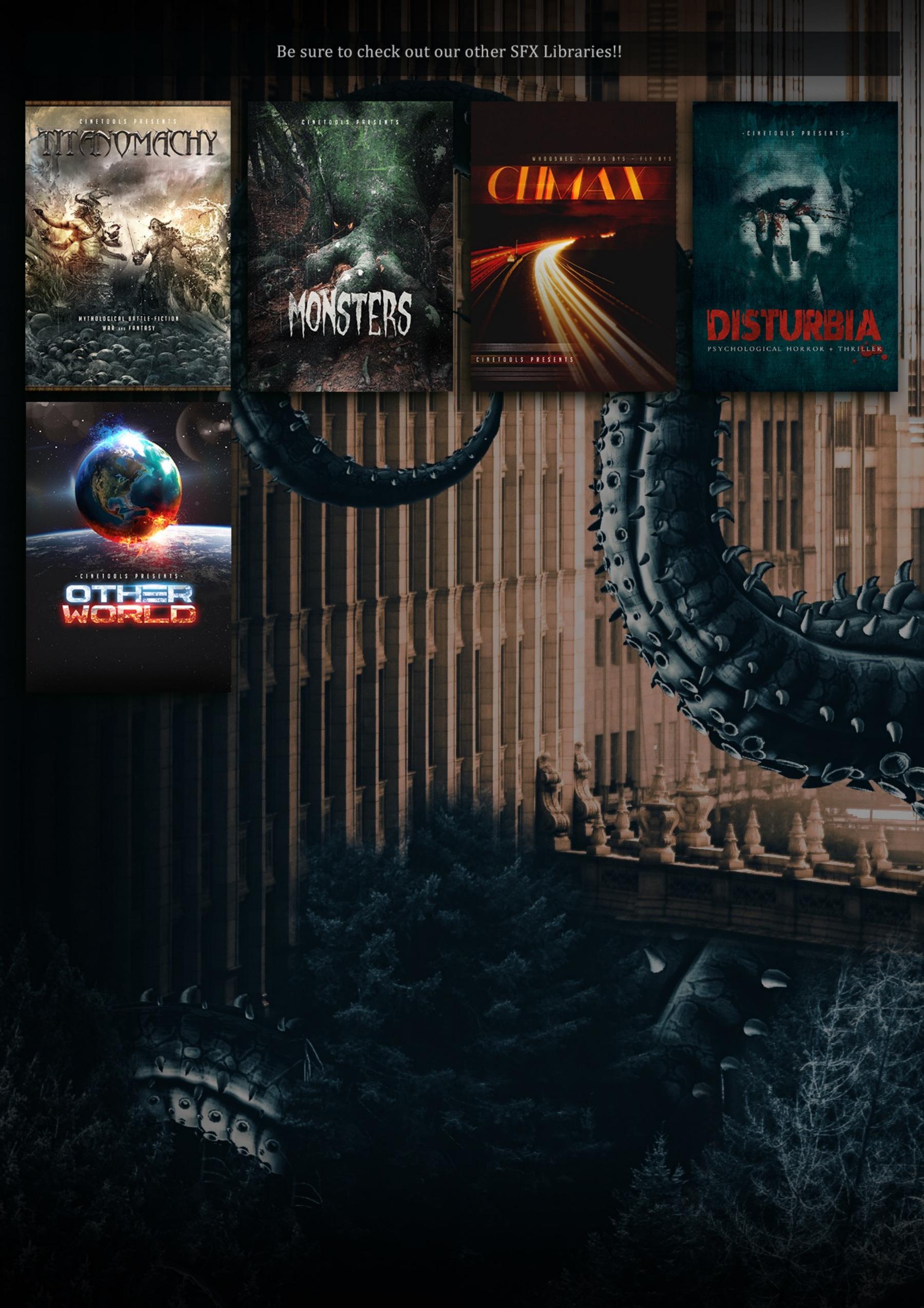












# "NATURE AMBIENCES" Series





"PRODUCTION ELEMENTS" Series













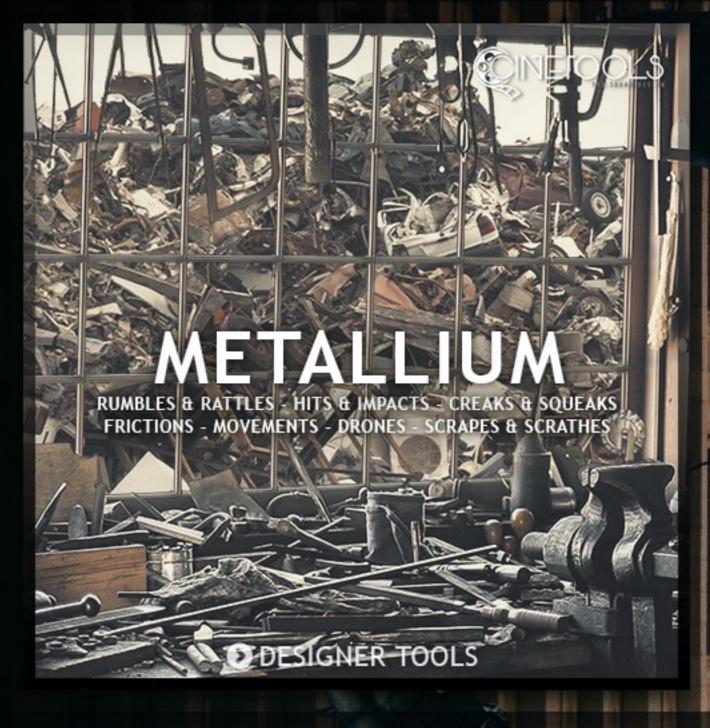






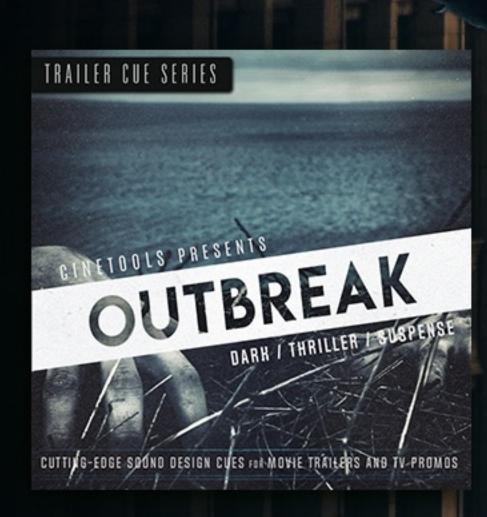




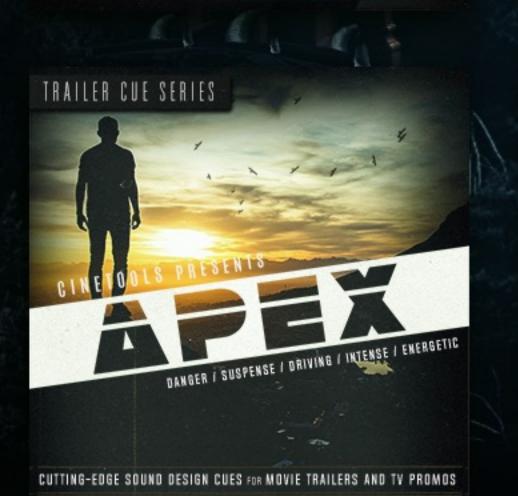


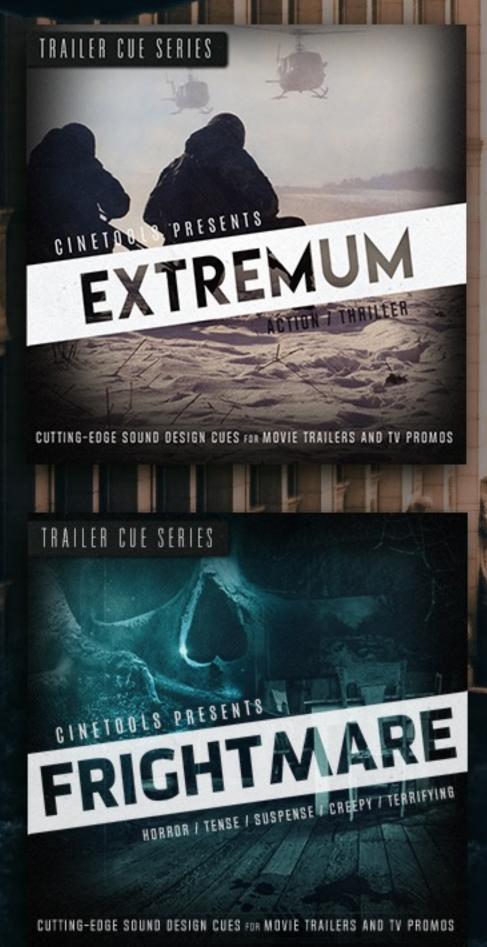


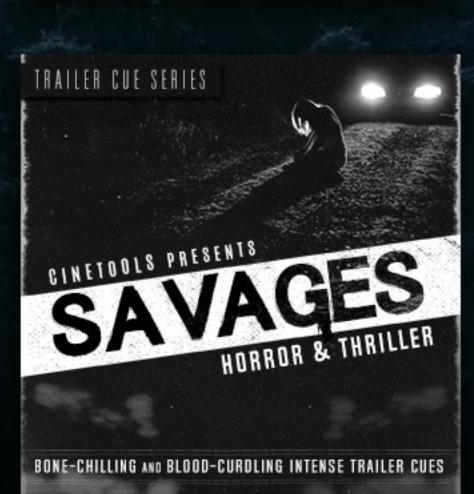
"TRAILER CUES" Series

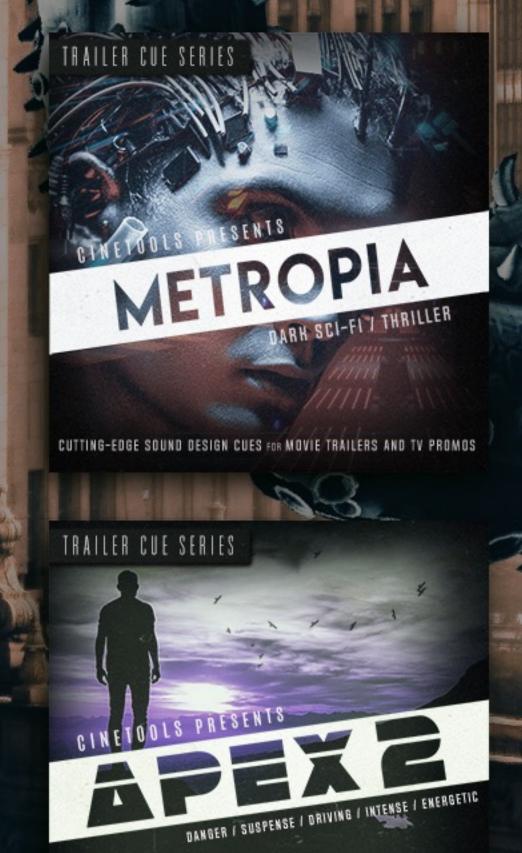








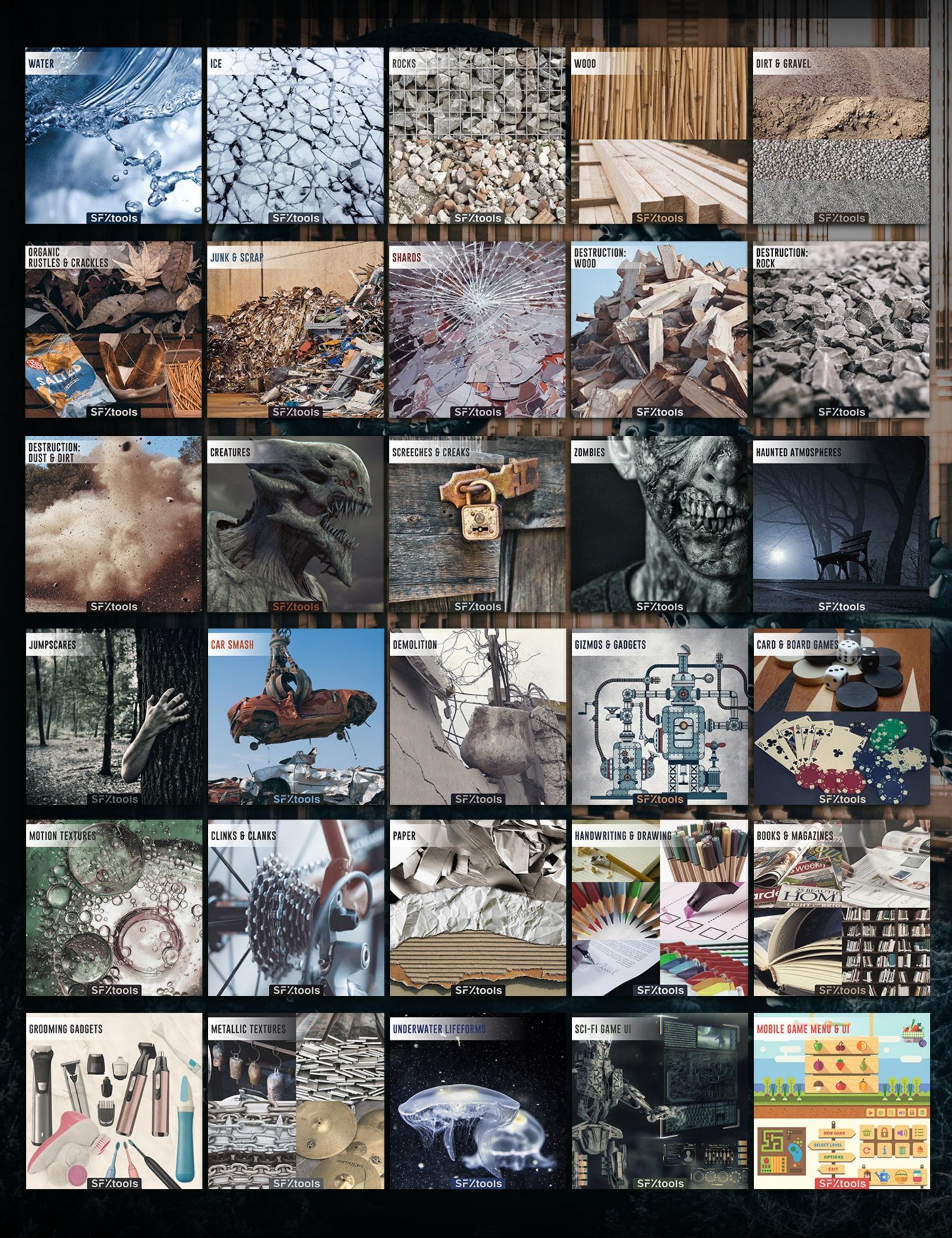




CUTTING-EDGE SOUND DESIGN CUES FOR MOVIE TRAILERS AND TV PROMOS



# Be sure to check out SFXtools's Libraries!!



# Be sure to check out SFXtools's Libraries!!

