

Music

Table Of Contents

- [1 Information](#)
- [2 Game Music](#)
 - [2.1 List of Soundtracks](#)
 - [2.1.1 Insane \(Track 2\)](#)
 - [2.1.2 Shell \(Track 3\)](#)
 - [2.1.3 Nightcity \(Track 4\)](#)
 - [2.1.4 Mykophobia \(Track 5\)](#)
 - [2.1.5 Taerkastika \(Track 6\)](#)
 - [2.2 Notes](#)
- [3 Music Player](#)
- [4 Mixed-Mode CD](#)
- [5 Trivia](#)
- [6 Notes](#)

This article covers information about the music/soundtrack files in Urban Assault.

(This article is currently under construction!)

1 Information

Main article: [Soundtracks & Movies](#)

Check the above page link for more detailed information.

2 Game Music

During the production of [Urban Assault](#), many soundtracks were created for the game. In the final release version of the game, there are total 5 soundtracks in [Urban Assault](#).

All Urban Assault soundtracks are composed by the main sound designers for the game, Sylvius Lack and Mark Snow (the composer of the X-Files theme).

2.1 List of Soundtracks

Track 1 is the untitled 'data track' that is allocated for the sound data in the game engine. See the Mixed-Mode CD section below for more information.

2.1.1 Insane (Track 2)

Main Theme and Mission Briefing Track.

2.1.2 Shell (Track 3)

Shell (Game Menus) and Debriefing Track.

2.1.3 Nightcity (Track 4)

[Ghorkov](#) Ambient Soundtrack.

2.1.4 Mykophobia (Track 5)

[Mykonian](#) Ambient Soundtrack.

2.1.5 Taerkastika (Track 6)

[Taerkasten](#) Ambient Soundtrack.

2.2 Notes

The soundtracks are background atmosphere music files with dark ambient themes for different level environments and settings without disrupting the gameplay or ambient immersion.

3 Music Player

The soundtrack volume for music can be adjusted at the Game Options. The Music function can be also turned on/off as well. Track 1 is Data track (see Mixed-Mode CD section below).

Each single-player and multiplayer level is assigned with a soundtrack that loops throughout the gameplay, with additional parameters for different minimal and maximal 'break' periods.

4 Mixed-Mode CD

Urban Assault game disc uses a mixed-mode CD format in order to provide high-quality CD audio (.WAV) files while optimally saving disc space. Track 1 is reserved for the 'data track'.

For technical reasons pertaining to the format, Urban Assault CD must be inserted into a drive with the first letter in priority for the game to read and play soundtracks inside the game.

5 Trivia

- The famous composer of X-Files theme, Mark Snow, had a prominent role in the production of the Urban Assault Intro [movie](#). In the interview, he claimed Urban Assault marked his first involvement in the production of a video game.

6 Notes

Under Construction.