

This archive contains all the Battlezone II music ever written. This is everything that I wrote, and includes the following:

- Early ambient tracks: These are less music and more background audio tracks that I did early on during production. They were never used.
 - Early_Ambient_CORE.mp3
 - Early_Ambient_MIRE.mp3
 - Early_Ambient_MIRE1.mp3
 - Early_Ambient_REND.mp3
- I then wanted to do more drum n' bass style music for the game and created several beats (very small segments of music which I did not include in this bundle) which ultimately ended up as these tracks. They were also never used
 - Early_bzcore1.mp3
 - Early_bzmire1.mp3
 - Early_bzpluto1a.mp3
- These were all the isdf tracks used in the final game
 - isdf_2.mp3
 - isdf_3.mp3
 - isdf_4.mp3
 - isdf_5.mp3
 - isdf_6.mp3
 - isdf_7.mp3
- These were all the scion tracks used in the final game
 - scion_1.mp3
 - scion_2.mp3
 - scion_3.mp3
 - scion_4.mp3
 - scion_5.mp3
 - scion_6.mp3
- These are all unused orchestral tracks for the isdf side. We simply didn't have enough space on the disc to include these

- Unused_isdf_old4.mp3
- Unused_isdf_old5.mp3
- Unused_isdfold_4.mp3
- Unused_pluto_old.mp3
- These are all unused orchestral tracks for the isdf side. We simply didn't have enough space on the disc to include these
 - Unused_scion_old1.mp3
 - Unused_scion_old3.mp3
 - Unused_scion_old4.mp3
 - Unused_scion_old5.mp3
 - Unused_scionnew_1.mp3
 - Unused_scionnew_2.mp3
 - Unused_scionnew_4.mp3
- These next tracks were the music written for the two outros of the game, including the wormhole movie after the pluto escape.
 - wormhole2.mp3
 - scion_outro.mp3
 - isfd_outro.mp3
 - intro.mp3

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