



LEVEL:



Beginner



OPEN GAME ART



BASICS

Open Game Art is a collaborative online platform offering a large library of free music and sound effects. Users can search, preview, and download sounds for use in projects such as games, videos, or digital escape rooms.

URL / Access: <https://opengameart.org/>

Type of sounds: Background - Atmospheric music



WHEN TO USE IT

Background and atmospheric music can be used in escape games to set the mood, reinforce the narrative, increase immersion, and subtly guide players' emotions (tension, curiosity, urgency, or calm).



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: [Search Art | OpenGameArt.org](https://searchart.opengameart.org)

Description: This gallery gathers the most downloaded background and atmospheric music tracks on OpenGameArt, spanning themes such as adventure, mystery, fantasy, science fiction, and suspense.

For background / atmospheric music

Theme	Description
Adventure	<p>Name: Adventure Theme</p> <p>What is it: A dynamic orchestral loop with a heroic and exploratory feel.</p> <p>Can be used for: Introducing the mission, exploration phases, or travelling between puzzle zones.</p> <p>Link: https://opengameart.org/content/adventure-theme</p>
Adventure	<p>Name: Exploration</p> <p>What is it: Light adventure music with a sense of discovery.</p> <p>Can be used for: Free exploration moments and early-game immersion.</p> <p>Link: https://opengameart.org/content/exploration</p>
Fantastic / Magical	<p>Name: Mystic Forest</p> <p>What is it: Soft, magical ambient music with fantasy tones.</p> <p>Can be used for: Enchanted worlds, magical artefacts, or fairy-tale themed escape rooms.</p> <p>Link: https://opengameart.org/content/mystic-forest</p>
Horror/ Thriller	<p>Name: Dark Tension Rising</p> <p>What is it: Slow, ominous ambient music that builds tension.</p> <p>Can be used for: Countdown phases, dangerous moments, or horror-themed rooms.</p> <p>Link: https://opengameart.org/content/dark-tension-rising</p>

For background / atmospheric music

Theme	Description
Horror/ Thriller	<p>Name: Pressure Atmosphere</p> <p>What is it: Minimalist and unsettling ambient soundscape.</p> <p>Can be used for: Psychological tension and thriller scenarios.</p> <p>Link: https://opengameart.org/content/pressure-atmosphere</p>
Mystery	<p>Name: Mysterious Puzzle</p> <p>What is it: Subtle background music with repetitive motifs.</p> <p>Can be used for: Puzzle-solving moments, investigations, or clue analysis.</p> <p>Link: https://opengameart.org/content/mysterious-puzzle</p>
Mystery	<p>Name: Secrets of the Unknown</p> <p>What is it: Atmospheric and discreet mystery music.</p> <p>Can be used for: Searching for clues or analysing evidence.</p> <p>Link: https://opengameart.org/content/secrets-of-the-unknown</p>
Sci-fi / Futuristic	<p>Name: Cyber Space Ambience</p> <p>What is it: Electronic ambient music with futuristic sound textures.</p> <p>Can be used for: Sci-fi escape rooms, digital worlds, or technology-based scenarios.</p> <p>Link: https://opengameart.org/content/cyber-space-ambience</p>
Realistic / Urban	<p>Name: City Night Ambience</p> <p>What is it: Atmospheric soundscape inspired by urban environments.</p> <p>Can be used for: Modern investigations, crime-themed games, or realistic settings.</p> <p>Link: https://opengameart.org/content/city-night-ambience</p>
Calm / Neutral Ambient	<p>Name: Crystal Cave Ambience</p> <p>What is it: Echoing ambient track with a calm mysterious feel.</p> <p>Can be used for: Discovery phases or calm puzzle solving.</p> <p>Link: https://opengameart.org/content/crystal-cave</p>