

In-Game Title	Song Length [Seconds]	Max Band Size	Buff Type	Time to Buff [Seconds]	Buff Lifetime [Seconds]	Buff Lifetime [Seconds]	Buff Scalar (Min)	Buff Scalar (Max)
Implementation Notes:				Songs either give buffs upon the successful completion of the song, or after a specified amount of time successfully playing the song (in which case the song loops infinitely).	If the song loops infinitely, the lifetime dictates how long the buff lasts after the song stops playing (as it stays active perpetually during the song).	Based on maximum band members	The effect of the buff based on minimum band members For example, 1 member successfully playing the Treasure Map song on easy will result in a 1.1x Gold Bonus when receiving treasure from chests.	The effect of the buff based on maximum band members. For example, 6 members successfully playing the Treasure Map song on Easy will result in a 1.2x Gold Bonus when receiving treasure from chests.
Accordion: A Mockatoo Once Told Me								
Easy	69	6	Treasure Gold Buff	On Completion	720	3600	1.1	1.2
Medium	69	6	Treasure Gold Buff	On Completion	720	3600	1.2	1.3
Hard	69	6	Treasure Gold Buff	On Completion	720	3600	1.3	1.4
Accordian: Of Sea and Sails								
Easy	21	6	Taming Affinity Multiplier	On Completion	720	3600	1.25	1.75
Medium	21	6	Taming Affinity Multiplier	On Completion	720	3600	1.5	2.5
Hard	21	6	Taming Affinity Multiplier	On Completion	720	3600	2	3
Accordion: She Heard the Siren's Call								
Easy	36	6	Experience Multiplier	On Completion	720	3600	1.25	1.75
Medium	36	6	Experience Multiplier	On Completion	720	3600	1.5	2
Hard	36	6	Experience Multiplier	On Completion	720	3600	1.75	2.5
War Drums: The Briner's Ballad								
Easy	Looping	1	Delay (reduced) to repair and replace structures	20	180	N/A	0.75	N/A
Medium	Looping	1	Delay (reduced) to repair and replace structures	20	180	N/A	0.5	N/A
Hard	Looping	1	Delay (reduced) to repair and replace structures	20	180	N/A	0.3	N/A
War Drums: Raise the Colours								
Easy	Looping	1	Cannon Reload Speed Multiplier	20	120	N/A	1.25	N/A
Medium	Looping	1	Cannon Reload Speed Multiplier	20	120	N/A	1.5	N/A
Hard	Looping	1	Cannon Reload Speed Multiplier	20	120	N/A	2	N/A