



# FASCINATED SOUND: VIDEO GAME SFX MEGA PACK

<b>File Name:</b>	<b>Description:</b>
Bombdrop.wav	Sound effect of a bomb or other projectile falling a great distance.
Bounce.wav	Classic bounce sound effect.
Checkpoint01.wav	Sound effect of achieving a checkpoint or completing a lap or section of a level.
Checkpoint02.wav	Sound effect of achieving a checkpoint or completing a lap or section of a level.
Checkpoint03.wav	Sound effect of achieving a checkpoint or completing a lap or section of a level.
Checkpoint04.wav	Sound effect of achieving a checkpoint or completing a lap or section of a level.
Coin01.wav	Sound effect of a coin or other item being picked up or collected.
Coin02.wav	Sound effect of a coin or other item being picked up or collected.
Coin03.wav	Sound effect of a coin or other item being picked up or collected.
Coin04.wav	Sound effect of a coin or other item being picked up or collected.
Coin05.wav	Sound effect of a coin or other item being picked up or collected.
Coin06.wav	Sound effect of a coin or other item being picked up or collected.
Coin07.wav	Sound effect of a coin or other item being picked up or collected.
Correct.wav	Sound effect to indicate a correct or right answer.
Damage01.wav	Sound effect of receiving damage or being hit.
Damage02.wav	Sound effect of receiving damage or being hit.
Damage03.wav	Sound effect of receiving damage or being hit.
Damage04.wav	Sound effect of receiving damage or being hit.
Explode01.wav	Sound effect of an explosion, such as from a bomb, cannon, or other attacking weapon.
Explode02.wav	Sound effect of an explosion, such as from a bomb, cannon, or other attacking weapon.
Flashbang.wav	High pitched sound effect for flashbang type attack grenades.
Flyby01.wav	Sound effect of a missile, jet, airplane, or player flying past.
Flyby02.wav	Sound effect of a missile, jet, airplane, or player flying past.
Flyby03.wav	Sound effect of a missile, jet, airplane, or player flying past.
GameOver01.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver02.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver03.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver04.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver05.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver06.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
GameOver07.wav	Sound effect to indicate that the player has lost a life or died, or that the game is over.
Hit01.wav	Sound effect of a hit or impact.
Hit02.wav	Sound effect of a hit or impact.

Hit03.wav	Sound effect of a hit or impact.
Hit04.wav	Sound effect of a hit or impact.
Hit05.wav	Sound effect of a hit or impact.
Hit06.wav	Sound effect of a hit or impact.
Hit07.wav	Sound effect of a hit or impact.
Hit08.wav	Sound effect of a hit or impact.
Hit09.wav	Sound effect of a hit or impact.
Hit10.wav	Sound effect of a hit or impact.
Hit11.wav	Sound effect of a hit or impact.
Item01.wav	Sound effect of an item or object such as a coin or power up being collected or picked up by the player.
Item02.wav	Sound effect of an item or object such as a coin or power up being collected or picked up by the player.
Item03.wav	Sound effect of an item or object such as a coin or power up being collected or picked up by the player.
Item04.wav	Sound effect of an item or object such as a coin or power up being collected or picked up by the player.
Jump01.wav	Sound effect of jumping or falling.
Jump02.wav	Sound effect of jumping or falling.
Jump03.wav	Sound effect of jumping or falling.
Jump04.wav	Sound effect of jumping or falling.
Jump05.wav	Sound effect of jumping or falling.
Jump06.wav	Sound effect of jumping or falling.
Jump07.wav	Sound effect of jumping or falling.
Jump08.wav	Sound effect of jumping or falling.
Jump09.wav	Sound effect of jumping or falling.
Jump10.wav	Sound effect of jumping or falling.
Lightsaber01.wav	Sound effect of a 'light saber' or other laser sword being weilded, collected, or used.
Lightsaber02.wav	Sound effect of a 'light saber' or other laser sword being weilded, collected, or used.
Lightsaber03.wav	Sound effect of a 'light saber' or other laser sword being weilded, collected, or used.
Missile01.wav	Sound effect of a missile or other projectile weapon being launched and flying off.
Missile02.wav	Sound effect of a missile or other projectile weapon being launched and flying off.
Missile03.wav	Sound effect of a missile or other projectile weapon being launched and flying off.
Missile04.wav	Sound effect of a missile or other projectile weapon being launched and flying off.
Missile05.wav	Sound effect of a missile or other projectile weapon being launched and flying off.
Ping.wav	Radar or sonar type pinging sound effect.
PowerUp01.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp02.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp03.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp04.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp05.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp06.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
PowerUp07.wav	Sound effect of a player receiving or collecting a power up, extra life, etc. or leveling up.
ReadySetGo.wav	Classic count off to start a race or begin a level.
Shield01.wav	Sound effect of activating a shield or force field, or collecting such an item.
Shield02.wav	Sound effect of activating a shield or force field, or collecting such an item.
Shield03.wav	Sound effect of activating a shield or force field, or collecting such an item.

Shield04.wav	Sound effect of activating a shield or force field, or collecting such an item.
Shield05.wav	Sound effect of activating a shield or force field, or collecting such an item.
Shoot01.wav	Sound effect of a shot or shooting weapon.
Shoot02.wav	Sound effect of a shot or shooting weapon.
Shoot03.wav	Sound effect of a shot or shooting weapon.
Shoot04.wav	Sound effect of a shot or shooting weapon.
Shoot05.wav	Sound effect of a shot or shooting weapon.
Shoot06.wav	Sound effect of a shot or shooting weapon.
Shoot07.wav	Sound effect of a shot or shooting weapon.
Shoot08.wav	Sound effect of a shot or shooting weapon.
Shoot09.wav	Sound effect of a shot or shooting weapon.
Shoot10.wav	Sound effect of a shot or shooting weapon.
Siren01.wav	Siren wailing sound effect.
Siren02.wav	Siren wailing sound effect.
Smash01.wav	Sound effect of a digital block smash as a player makes their way through a level.
Smash02.wav	Sound effect of a digital block smash as a player makes their way through a level.
Smash03.wav	Sound effect of a digital block smash as a player makes their way through a level.
Splash.wav	Sound effect of a splash from falling into a river or other body of water, or from a water cannon.
Stun01.wav	Sound effect of getting stunned, frozen, or hit and receiving damage.
Stun02.wav	Sound effect of getting stunned, frozen, or hit and receiving damage.
Stun03.wav	Sound effect of getting stunned, frozen, or hit and receiving damage.
Stun04.wav	Sound effect of getting stunned, frozen, or hit and receiving damage.
Warp01.wav	Warping sound effect for a player who warps from place to place or into and out of a level.
Warp02.wav	Warping sound effect for a player who warps from place to place or into and out of a level.