Guard grunts (3x)

Guard dies

Player knight grunts (4x)

Princess grunts (3x)

Dragon grunts (2x)

Collect gold

Guards alerted

Guards unalerted

Footsteps

Sword slash (3x)

Sword block on press

Sword blocking sword

Fire

Picking up princess

Throwing bagged princess

Bagged princess hitting guard

Bagged princess hitting ground

Menu music

In game music

Chase music loop?