Soundlist

**\*Sounds must give a fantasy/mysterious feeling!\***

**Menu**

**Buttons**

* **SFX\_Btn\_Onhover.wav** **// Action: Hover over the button; Loop: No**
* **SFX\_Btn\_Onclick.wav** **// Action: Menu button clicked; Loop: No**

**Background Music**

* **Music\_Menu.wav //Action: Menu has been opened; Loop: Yes**

**Intro**

**Background Music**

* **Music\_Intro.wav //Action: Play sound after main character going to sleep; Loop: No**

**Levels**

**Level 0: The Hunter**

SFX\_Crow\_Battlecry1.wav

SFX\_Crow\_Battlecry2.wav

SFX\_Crow\_Deathscream1.wav

SFX\_Crow\_Deathscream2.wav

SFX\_Crow\_Hit1.wav

SFX\_Crow\_Hit2.wav

SFX\_Crow\_Hit3.wav

SFX\_Ambient\_Forest\_Noise1.wav

SFX\_Ambient\_Forest\_Noise2.wav

SFX\_Ambient\_Crow\_Noise1.wav

SFX\_Ambien\_Crow\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level0.wav

Music\_ Intro\_Level0.wav

Music\_Game\_Over\_Level0.wav

**Level 1: Farmer …**

SFX\_Grasshopper\_Battlecry1.wav

SFX\_Grasshopper\_Battlecry2.wav

SFX\_Grasshopper\_Deathscream1.wav

SFX\_Grasshopper\_Deathscream2.wav

SFX\_Grasshopper\_Hit1.wav

SFX\_Grasshopper\_Hit2.wav

SFX\_Grasshopper\_Hit3.wav

SFX\_Ambient\_Farm\_Noise1.wav

SFX\_Ambient\_Farm\_Noise2.wav

SFX\_Ambient\_Grasshopper\_Noise1.wav

SFX\_Ambien\_Grasshopper\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level1.wav

Music\_ Intro\_Level1.wav

Music\_Game\_Over\_Level1.wav

**Level 2: Gatekeeper**

SFX\_Intruder\_Battlecry1.wav

SFX\_Intruder\_Battlecry2.wav

SFX\_Intruder\_Deathscream1.wav

SFX\_Intruder\_Deathscream2.wav

SFX\_Intruder\_Hit1.wav

SFX\_Intruder\_Hit2.wav

SFX\_Intruder\_Hit3.wav

SFX\_Ambient\_City\_Wall\_Noise1.wav

SFX\_Ambient\_City\_Wall\_Noise2.wav

SFX\_Ambient\_Intruder\_Noise1.wav

SFX\_Ambien\_Intruder\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level2.wav

Music\_ Intro\_Level2.wav

Music\_Game\_Over\_Level2.wav

**Level 3: The Tramp**

SFX\_Rat\_Battlecry1.wav

SFX\_Rat\_Battlecry2.wav

SFX\_Rat\_Deathscream1.wav

SFX\_Rat\_Deathscream2.wav

SFX\_Rat\_Hit1.wav

SFX\_Rat\_Hit2.wav

SFX\_Rat\_Hit3.wav

SFX\_Ambient\_Alley\_Noise1.wav

SFX\_Ambient\_Alley\_Noise2.wav

SFX\_Ambient\_Rat\_Noise1.wav

SFX\_Ambien\_Rat\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level3.wav

Music\_ Intro\_Level3.wav

Music\_Game\_Over\_Level3.wav

**Level 4: Blacksmith**

SFX\_Armour\_Battlecry1.wav

SFX\_Armour\_Battlecry2.wav

SFX\_Armour\_Deathscream1.wav

SFX\_Armour\_Deathscream2.wav

SFX\_Armour\_Hit1.wav

SFX\_Armour\_Hit2.wav

SFX\_Armour\_Hit3.wav

SFX\_Ambient\_Smithy\_Noise1.wav

SFX\_Ambient\_Smithy\_Noise2.wav

SFX\_Ambient\_Armour\_Noise1.wav

SFX\_Ambien\_Armour\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level3.wav

Music\_ Intro\_Level3.wav

Music\_Game\_Over\_Level3.wav

**Level 5: Doomsayer - Gargath Morden**

SFX\_Alien\_Battlecry1.wav

SFX\_Alien\_Battlecry2.wav

SFX\_Alien\_Deathscream1.wav

SFX\_Alien\_Deathscream2.wav

SFX\_Alien\_Hit1.wav

SFX\_Alien\_Hit2.wav

SFX\_Alien\_Hit3.wav

SFX\_Ambient\_Sci\_Fi\_Noise1.wav

SFX\_Ambient\_Sci\_Fi\_Noise2.wav

SFX\_Ambient\_Alien\_Noise1.wav

SFX\_Ambien\_Alien\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level5.wav

Music\_ Intro\_Level5.wav

Music\_Game\_Over\_Level5.wav

**Level 6: Priest - Reverend Brianna Fielderson**

SFX\_Cultist\_Battlecry1.wav

SFX\_Cultist\_Battlecry2.wav

SFX\_Cultist\_Battlecry3.wav

SFX\_Cultist\_Deathscream1.wav

SFX\_Cultist\_Deathscream2.wav

SFX\_Cultist\_Deathscream3.wav

SFX\_Cultist\_Hit1.wav

SFX\_Cultist\_Hit2.wav

SFX\_Cultist\_Hit3.wav

SFX\_Ambient\_Church\_Noise1.wav

SFX\_Ambient\_Church\_Noise2.wav

SFX\_Ambient\_Cultist\_Noise1.wav

SFX\_Ambien\_Cultist\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level6.wav

Music\_ Intro\_Level6.wav

Music\_Game\_Over\_Level6.wav

**Level 7: Jester - Edward Stitches**

SFX\_Jack\_In\_The\_Box\_Battlecry1.wav

SFX\_Jack\_In\_The\_Box\_Battlecry2.wav

SFX\_Jack\_In\_The\_Box\_Battlecry3.wav

SFX\_Jack\_In\_The\_Box\_Deathscream1.wav

SFX\_Jack\_In\_The\_Box\_Deathscream2.wav

SFX\_Jack\_In\_The\_Box\_Deathscream3.wav

SFX\_Jack\_In\_The\_Box\_Hit1.wav

SFX\_Jack\_In\_The\_Box\_Hit2.wav

SFX\_Jack\_In\_The\_Box\_Hit3.wav

SFX\_Ambient\_Castle\_Noise1.wav

SFX\_Ambient\_Castle\_Noise2.wav

SFX\_Ambient\_Jack\_In\_The\_Box\_Noise1.wav

SFX\_Ambien\_Jack\_In\_The\_Box\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level7.wav

Music\_ Intro\_Level7.wav

Music\_Game\_Over\_Level7.wav

**Level 8: Court mage - Solius Grimbane**

SFX\_Minion\_Battlecry1.wav

SFX\_Minion\_Battlecry2.wav

SFX\_Minion\_Deathscream1.wav

SFX\_Minion\_Deathscream2.wav

SFX\_Minion\_Hit1.wav

SFX\_Minion\_Hit2.wav

SFX\_Minion\_Hit3.wav

SFX\_Ambient\_Throneroom\_Noise1.wav

SFX\_Ambient\_Throneroom\_Noise2.wav

SFX\_Ambient\_Minion\_Noise1.wav

SFX\_Ambien\_Minion\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level8.wav

Music\_ Intro\_Level8.wav

Music\_Game\_Over\_Level8.wav

**Level 9: King - Geoffrey the Great**

SFX\_Void\_King\_Battlecry1.wav

SFX\_Void\_King\_Battlecry2.wav

SFX\_Void\_King\_Deathscream1.wav

SFX\_Void\_King\_Deathscream2.wav

SFX\_Void\_King\_Hit1.wav

SFX\_Void\_King\_Hit2.wav

SFX\_Void\_King\_Hit3.wav

SFX\_Ambient\_Void\_World\_Noise1.wav

SFX\_Ambient\_Void\_World\_Noise2.wav

SFX\_Ambient\_Void\_King\_Noise1.wav

SFX\_Ambien\_Void\_King\_Noise2.wav

SFX\_Ambient\_Battle\_Noise1.wav

SFX\_Ambient\_Battle\_Noise2.wav

SFX\_Ambient\_Battle\_Noise3.wav

Music\_Battle\_Level9.wav

Music\_ Intro\_Level9.wav

Music\_Game\_Over\_Level9.wav