Sounds :

-Exploding box > Fruitkratje breken

+Run/walk

Dirt/grass >

Stone >

Wood >

-Jump >

-Jump attack >

+Bridge

Bridge falling >

Rope snapping >

Wheel turning >

-Weapon swap >

+Bow

Bow stretch >

Flying arrow >

Grab arrow >

Arrow hit >

-Sword >

-Shield Block >

-Door opening >

-Eat apple >

-Get hit (lose HP) >

+Music

Village (happy)

Castle (royal)

Plains (Ambient sound)

Forrest (una paloma blanca)

Cave (Weather girls – it’s raining men)

Tower (Rammstein – Ich will)

-River >