Spearman

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| Selection meow | A questioning “mi-aow?” |
| Summon meow | Something like a cat soldier coming to attention. |
| *‘Wounded’ meow* |  |
| *‘Death’ meow* |  |
| *Affirmation meow* |  |
| *Idle purr* |  |
| **Movement noise** |  |
| Attack sound | A swooshy/slashing noise |

Roomber

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| Selection meow | A short questioning quip |
| Summon meow | Sound of whirring and clanging followed by a long meow |
| *‘Wounded’ meow* |  |
| *‘Death’ meow* |  |
| *Affirmation meow* |  |
| *Idle purr* |  |
| **Movement whir** |  |
| Attack sound | Robotic whirring wind up then collision noise |

Catapult

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| Selection meow | A deeper questioning meow |
| Summon meow | Sounds like a cat flexing |
| *‘Wounded’ meow* |  |
| *‘Death’ meow* |  |
| *Affirmation meow* |  |
| *Idle purr* |  |
| **Movement noise (Stomping?)** |  |
| Attack sound | A whistling noise with a soft poof, like a pillow exploding |

Archer

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| --- | --- |
| Selection meow | Long, higher pitch meow with a sort of posh tone |
| Summon meow | A short meow with a long purr |
| *‘Wounded’ meow* |  |
| *‘Death’ meow* |  |
| *Affirmation meow* |  |
| *Idle purr* |  |
| **Movement noise** |  |
| Attack sound | A short straining noise followed by a swoosh as the projectile is thrown |

Fat Cat

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| --- | --- |
| Idle purr | A deep rumbling purr |
| **Charging statements (25% charged, 50% charged etc)** | These could be determined by distance, like a distance deep meow, then one closer, then one normal volume when the cat arrives |
| Charged Statement/Sound/Both | A long, deep cat yawn |
| Jump sound | Spring boing sound |
| **Falling sound** |  |
| Landing sound | Like a bowling ball falling on carpet |

Box fort

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| --- | --- |
| Placement sound | A sound like a couple hammers hitting followed by a box falling on the floor |
| Cat getting in sound | A sound like something moving around in the box |
| Damage sound (Cat and catless version) | A hollow sound like punching a box |
| Destruction sound (Cat and catless version) | A rubble collapsing noise |

Scratching Post

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| Damage sound | A heavy impact noise, a satisfying *BOOMF* |
| Destruction sound | Crumbling and falling cat toys mixed with some stressed meows |

Menus

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| --- | --- |
| Positive button sound (Pressing yes) | The sound of one of those squeaky cat toys, but not a harsh annoying one, more of a satisfying high pitch squish noise |
| Negative button sound (Pressing no or cancel) | A similar noise but deeper and shorter |
| General button sound | A soft boop like a deep click of a rubber button |
| **Option highlight sound** |  |

Other

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| --- | --- |
| Match start sounds/jingle |  |
| Match over sounds/jingle |  |
|  |  |