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|----------------------|-----------------|--|
| <b>SFX CUE SHEET</b> | Page 1 of 1     |  |
| Sound Designer:      | Travis Moore    |  |
| Series/Film Title:   | Fantasy Warrior |  |
| Program Length:      | 15.4 seconds    |  |
| Program Type:        | video/audio     |  |
|                      |                 |  |

| Cue # | SFX Title             | Type* | Time (Min:Se | Notes |
|-------|-----------------------|-------|--------------|-------|
| 1     | sfx_footstep_01       | HE    | 0.3.3.7      |       |
| 2     | sfx_footstep_02       | HE    | 0.3.4.5      |       |
| 3     | sfx_footstep_03       | HE    | 0.4.1.3      |       |
| 4     | sfx_footstep_04       | HE    | 0.4.1.4      |       |
| 5     | sfx_sword_left        | HE    | 0.4.2.5      |       |
| 6     | sfx_sword_right       | HE    | 0.4.4.5      |       |
| 7     | sfx_sword_left        | HE    | 0.5.1.6      |       |
| 8     | sfx_sword_right       | HE    | 0.5.3.7      |       |
| 9     | sfx_sword_left        | HE    | 0.5.4.9      |       |
| 10    | sfx_kiai_02           | HE    | 0.6.2.7      |       |
| 11    | sfx_sword_strong      | HE    | 0.6.2.8      |       |
| 12    | sfx_body_hit-grunt_01 | HE    | 0.6.3.9      |       |
| 13    | sfx_body_hit-grunt_02 | HE    | 0.7.1.1      |       |
| 14    | sfx_footstep_04       | HE    | 0.7.2.7      |       |
| 15    | sfx_sword_upper       | HE    | 0.7.3.2      |       |
| 16    | sfx_sword_right       | HE    | 0.7.4.2      |       |
| 17    | sfx_kiai_01           | HE    | 0.7.4.8      |       |
| 18    | sfx_sword_left        | HE    | 0.7.4.9      |       |
| 19    | sfx_footsteps_04      | HE    | 0.8.1.7      |       |
| 20    | sfx_grunt_01          | HE    | 0.8.2.6      |       |
| 21    | sfx_bodyfall_01       | HE    | 0.8.3.2      |       |
| 22    | sfx_footstep_03       | HE    | 0.8.4.6      |       |
| 23    | sfx_kiai_03           | HE    | 0.9.1.9      |       |
| 24    | sfx_footstep_02       | HE    | 0.9.2.1      |       |
| 25    | sfx_bodyfall_04       | HE    | 0.9.4.6      |       |
| 26    | sfx_magic_cast_02     | HE    | 0.10.1.9     |       |
| 27    | sfx_footstep_01       | HE    | 0.10.4.6     |       |
| 28    | sfx_footstep_02       | HE    | 0.11.01.0    |       |
| 29    | sfx_footstep_03       | HE    | 0.11.0.9     |       |
| 30    | sfx_body_hit-grunt_03 | HE    | 0.11.1.7     |       |
| 31    | sfx_bodyfall_03       | HE    | 0.11.2.7     |       |
| 32    | sfx_hit-wood_03       | HE    | 0.11.3.3     |       |
| 33    | sfx_body-hit-grunt_02 | HE    | 0.11.3.6     |       |
| 34    | sfx_bodyfall_01       | HE    | 0.11.4.3     |       |
| 35    | sfx_bodyfall_02       | HE    | 0.11.4.7     |       |
| 36    | sfx_hit-wood_01       | HE    | 0.12.1.3     |       |

\*Use Codes: HE = Hard SFX, BG = Background SFX, FOL = Foley,  
DE = Design SFX, PE = Production Elements